

Meeting 0: General meet and greet and game comprehension.

September 17th, 2:30 to 3:30

Initial meeting without TA

All group members with the exception of Mitchel Kovacs were in attendance.

During the meeting, we went over details of how the game itself worked and made sure that everyone understood all the rules of the game. We also went over the various requirements we thought should be included in the requirements document such as:

- Initial GUI interface (what could it say, how many buttons?)
- Rules interface (list the rules, pictures?)
- Player selection interface (number of players and how many humans?)
- Game interface (health bar, status bar, move by keys, move by mouse, attack by mouse click)
- Completion interface (play again, quit)

The goal of this meeting was to meet our group members and throw out some ideas on what our game could look like and certain aspects we should consider when writing the requirements document. Meeting 0.1 will occur September 19th, 2017 where we will draw up ground rules for our group and assemble an agenda for our first formal meeting with our TA.