Meeting Minutes

## Meeting date | time 02/11/2017 | 3:30pm | Meeting location Cornwallis

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| |  |  | | --- | --- | | Meeting called by | Group | | Type of meeting | Review | | Supervisor | Radu Grigore | | Note taker | Met Dekaj | | Timekeeper | Met Dekaj | | Met Dekaj  Paul Crawford  Basiru Andrew  James Hannigan  Tahmoor Ulqin |

# Agenda topics

## Time allocated | 1hour | Agenda topic Review feedback from Radu

Discussion: The group and supervisor reviewed the pseudocode written as a starting point for the project. It was decided that the pseudocode classes should now be written in an acceptable computing language so that it may run as a fully functioning program. It was discussed that either Java or JavaScript could be used to do so. JavaScript was suggested as we would be able to create better features and tools on the website, and also integrate the game with ease. Java was also suggested because as a collective we have a greater knowledge of Java.

Conclusion: It was decided that we will use Java to create the application. It was decided we should start with a few classes and develop them before moving onto more complex applications. Some of the classes suggested were; GAME class, USER INTERFACE, USER class, AI class and a CONNECTOR class which links all the classes together.

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| Actioned items from last week | Person responsible | Deadline |
| Architecture for system | James Hannigan | 02/11/2017 |

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| Action items | Person responsible | Deadline |
| Code that complies   * GUI * AI * Game class * User class * Connector class | Group responsibility  Met Dekaj  Tahmoor Ulqin & Paul Crawford  Basiru Andrews  James Hannigan | 14/11/2017  14/11/2017  14/11/2017  14/11/2017  14/11/2017 |
| Stubs for various components | Group responsibility | 14/11/2017 |
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## Next Meeting Date | Time 14/11/2017 | 2:30pm | Meeting location Elliot Study Hub

Observers /

Resource persons /

Special notes /