Meeting Minutes

## Meeting date | time 14/11/2017 | 3:30pm | Meeting location Cornwallis

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| |  |  | | --- | --- | | Meeting called by | Supervisor/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: During this meeting, the supervisor reviewed the work and decided it was at a good standard with a good trajectory –although it was uncompleted at this point. We discussed how to start implementing AI into the game and came up with several ways including minimax. We also discussed how the AI and code would change if the game was 5-in-a-line instead of Tic-Tac-Toe.

Conclusion: It was decided we should do more research on the Minimax algorithm and ways we could implement that into our AI. Furthermore, our supervisor advised us to make quicker progress with the User interface.

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| Actioned items from last meeting | 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 |

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| Action items for next meeting | Person responsible | Deadline |
| Finish Tic-Tac-Toe UI  Research Minimax | Met Dekaj  James Hannigan  Tahmoor Ulqin  Paul Crawford | 21/11/2017  21/11/2017 |

## Next Meeting Date | Time 21/11/2017 | 3:30pm | Meeting location Cornwallis

Observers /

Resource persons /

Special notes /