Meeting Minutes: 3/9/20

Meeting Start: 4:15pm

Present Members: Tristan Redding, Matthew Floyd, Ben Wabschall, Yun Chi, Bryce Ostrem

Basic goals:

Reconvene on progress made since last meeting.

Organize responsibility for tasks still needing to be completed.

Consult requirements to make sure we cover everything needed.

Progress since last meeting:

GameGrid and Tiles have been started. Both need snapping function implemented according to the design doc.

Tasks:

Bryce and Yun Chi will work on side trays.

Ben continues working on GameGrid.

Matt works on snapping for tiles.

Tristan updates UML doc then helps with snapping or GameGrid.

Requirements:

UML needs to be in the right format with correct symbols for connections.

Buttons in the correct order this time.

Make sure Tiles have id displayed

Handle edge cases!

Notes: Lots of argument as to the how/why of the direction of code. Eventually a democratic vote was established resulting in the split of tasks and code layout (as seen in UML doc).

Meeting End: 5:55pm