# Week 05 Minutes

| Date | 29/10/2014 |
|------|------------|
| Time | 13:00-13:40 |
| Participants | Paul, Cynthia, Anthony, Huayan, Kaiyu |
| Recorder | Cynthia |

**What did we talk about?**

- Huayan talked about the server design he came up with.

- Next time, include the agenda and work load distribution into the minutes.

- Before every meeting, send the minutes and what we have done to Paul to preview.

- From next week, the meeting time would be changed to 11-11:30 am.

**What are we going to do?**

- Provide a detailed server-client design with diagrams and specify possible use cases.

**Work load distribution of Week 06**

| Cynthia | Camp up with the game design (server, client and overall) |
|---------|-----------------------------------------------------------|
| Anthony | Finished the overall design and draw the UML diagram |
| Huayan | Camp up with the server design |