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| **Meeting #** | **Time/ Place** | **Participants** | **Topics and decisions** |
| 1 | 09/03/2014 1:00 - 1:20 pm/ MEC | Milson, Jimmy, Sung-Ju | - Planning for how to start?  - Discussion on project leader and project workflow  **-** Version control setup - **Git** and **Github**  - Setup new repo in Github.com for the project and setup all members’ workplace  - Finalized to choose **general-purpose object-oriented programming** language (e.g., Java) to do programming for the project |
| 2 | 09/17/2014 1:00 – 1:45 pm/ MEC | Milson, Jimmy, Sung-Ju | Requirements: Java, Standalone program.  Functional requirements:  1. Option for choosing a gameType. - Chosen in the popup Dialog  2. User info - collected in the popup dialog, displayed right above the pile  3. (Buttons) Start a new game, Undo, Make a move.  4. Show the state of the game.  4. Place a men from the non-empty pile.  5. Move a men (allowed when one's pile is empty, and flying allowed when condition is met)  6. Remove a men (triggered when a "MILL" is formed, and specify which man to remove)  100. A.I.  User Stories -> Task:  1. GUI Design  2. Project Structure. |
| 3 | 10/01/2014 2:00 | Milson, Jimmy, Sung-Ju | Class Diagram Design  Workflow  Methods and Properties  Men’s Design Layout |
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