**Things to do by next week:**

* Set up/ask about GIT repository
* Take team photograph
* Team membership
* Have 5 user stories done (each)

**Team names**

* The Board games
* Not Having fun
* Santawho?
* The Waffles
* SONS

(Tuesday04pm\_Team115)

**Tech Stack**

Java

Justifications:

* More recent experience with Java (FIT2099)
* We are more comfortable with it and find it better suited for Object Oriented programming
* Don’t want to work with TKinto (python)
* Unit is about Design Architecture and we feel Java is better suited to this

**Game Design Idea**: (By Sam)

* 2D-Array
* Each tile has a vector that can contain objects of type ‘piece’
* Piece types:
  + W
* Boolean to store sex of piece (M/F)
* Game ->
  + Board ->
    - Pieces
    - Player ->
      * Workers
      * God -> trigger (Enum), validate function, process function
* Workers generate ‘action’ objects

**Edge Case**:

* One power where only female worker can build