

Record of 2nd meeting

Date & time	10:00 a.m. Oct 8th, 2015
Venue	SEB 324
Participants	Han BAO, Guanqiao HUI, Meng YUAN, Qiwei SUN, Yuan FENG, Paul Dempster
Absence	Yu QU(exchange out for the first semester)
Chairperson	Han BAO
Secretary	Yuan FENG
Content of meeting	<ul style="list-style-type: none">• Discuss the project plan<ul style="list-style-type: none">- Part A (2015.10.8—2015.11.17): complete simple Chinese chess text-based game using java- Part B (2015.11.17—2015.12.27): finish desktop game with chess engine and user interface design- Part C (TBC): APP design• Comments about the plan<ul style="list-style-type: none">- Divided each part into small subtasks and set up daily and weekly deadlines- Leave some extra time for Part B since it is difficult and complex- Do more research about using chess engine, interface and app design- Think about how the GUI, user, chess engine communicate in the game- Work hard on the design of app since it is quite different from desktop game• Comments about group work<ul style="list-style-type: none">- Need to have agenda before each meeting- Make tables about what did every member did last week and what will do next week, always keep tracking and monitoring each other
Action points	<ul style="list-style-type: none">• Meet at 10:00 a.m. on Saturday(10.10) and work on Part A and research