

Record of 1st meeting

Date & time	10:00 a.m. Sep 24th, 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"> The general understanding of the project requirement <ol style="list-style-type: none"> The project is to develop an APP to help Xiangqi player playing Xiangqi games with people in real world. The APP is used to analyze the game and give recommendations. The player is on the main control. The APP should be straight forward and easy to use and react fast. The APP is used offline rather than online. No need to have background music and instruction for new players. Suggestions from supervisor <ol style="list-style-type: none"> Start with do research: find out what is needed for the project. Using existing Xiangqi engine will be helpful C or Java could be consider to use for coding but Java will be more suitable Developing a desktop program at first for designing, testing and debugging easily
Action points	<p>Decisions:</p> <ul style="list-style-type: none"> Weekly formal meeting time: 10:00 a.m. every Thursday at SEB 324 No formal meeting during the National holiday, the next one will be on Oct 8th, 2015. Weekly informal meeting time: every Wednesday afternoon <p>Action points:</p> <ul style="list-style-type: none"> Han BAO: make plan and timeline (by next informal group meeting) All: do relevant research and discuss and settle down the final plan and timeline (by next informal group meeting) .