Record of 5rd meeting

Date & time	10:00 a.m. Nov 5th, 2015
Venue	SEB 324
Participants	Han BAO, Guanqiao HUI, Meng YUAN, Yuan FENG, Paul Dempster
Absence	Yu QU, Qiwei SUN(illness)
Chairperson	Han BAO
Secretary	Yuan FENG
Content of meeting	• Engine: - License issue: figure out if it is allowed to be used or modified, contact with the people and ask for permission. - Functional issue: apart from recommendations one possible move, the engine should also provide the prediction for the move that the user want to try and know. The engine also need to predict the range of possible moves of opponent side. - Use java based engine • Android interface design: - Android not use swing - Rewrite user interface, different function and class • Test: - Use different kind of Android phones(screen size, storage) to test - Other users could download the application through link or OR code and use it. - Make sure the APP not ask for many permissions • Keep record - Record all the action points and decisions - Record the choice of each points and why we did this • Decisions: - Start interim report the beginning of December - Start transfer to Android from January - Finish the desktop game by the end of November
Action points	Engine research and modify: Meng YUAN, Yuan FENG GUI and rules and how UI communicate with programs: Han BAO, Guanqiao HUI, Qiwei SUN