

Record of 4rd meeting

Date & time	10:06 a.m. Oct 29th, 2015
Venue	SEB 324
Participants	Han BAO, Meng YUAN, Qiwei SUN, Yuan FENG, Paul Dempster
Absence	Yu QU, Guanqiao HUI(not on compus)
Chairperson	Han BAO
Secretary	Yuan FENG
Content of meeting	<ul style="list-style-type: none"> • Comments on requirement specification <ul style="list-style-type: none"> - Use words like: 'want to have, would, must, should' to distinguish the requirements. - Fix the format. • Comments on interim report outline <ul style="list-style-type: none"> - Put sections with similar content together. - Focus more on software engineering. - Use UML diagrams and prototypes to show the design. - Show how these design would be useful. • Reference issue <ul style="list-style-type: none"> - All the work we submit to school must be our own work. - We could put what is allowed to be refer or modified as the reference of our project. - For the Xiangqi or chess board pictures, search in WIKI firstly and find out which can be used or modified as reference. Or just take pictures by our own. • Problem need to discuss and make decision as a group <ul style="list-style-type: none"> - The process of developing: develop a desktop game with GUI and transfer it to Android or develop Android game directly.
Action points	<ul style="list-style-type: none"> • Have meeting at Saturday 1:00 p.m. • Every one need to talk about part of the meeting content