

Record of 3rd meeting

Date & time	10:00 a.m. Oct 15th, 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 about the requirement specification <ul style="list-style-type: none"> - add non-functional requirement part, such as allowing user to interrupt during the game - reorganize the interface requirements part • Suggestions about interface design <ul style="list-style-type: none"> - put some highlight for recommendations and allow use to click it and get further information and explanation - interface should be clear and easy to use - put warnings for the move that may end the game • Comments about the java game design <ul style="list-style-type: none"> - Need to ensure the chess engine can be used in the program as soon as possible - Since each piece has many possible move and there are many piece on both side, we should consider branch factors i.e. pick the most likely move to analyze and give recommendation. - Other factors to consider: different piece has different strength, the balance strategy for the whole game, at the beginning of the game: many piece, limited move space, at the end: less piece but more move space
Action points	<ul style="list-style-type: none"> • All: meet at 13:00 on this Saturday(10.17) • Working task for next week: <ul style="list-style-type: none"> - Han BAO: confirm every can use Git, GUI - Yuan FENG: fix the requirement specification, interim report outline, learn to use Git - Yu QU: design the website as required in the GRP lecture - Yuan MENG, Qiwei SUN, Guanqiao HUI: learn to use Git, GUI