Record of 8th meeting

Date & time	10:00 a.m. Nov 26th, 2015
Venue	SEB 324
Participants	Han BAO, Yuan FENG, Guanqiao HUI, Qiwei SUN, Paul Dempster
Absence	Yu QU, Meng YUAN
Chairperson	Han BAO
Secretary	Yuan FENG
Content of meeting	**Review last week** - UI design: Han BAO - improve the engine function: Meng YUAN, Yuan FENG **The interface design** - Functions already achieved: click, move piece, eat piece, new game, check 'win' and 'lose'. - Functions need to add: highlight, warning, undo, history move, show text **The engine issue** - Let the engine keep generate moves as many as possible within the required time. - Check if the emperor is in danger - Add the analysis of the consequence of the moves - Set function (maybe return a boolean) to check if there still required time remained. - Set the engine keeping working out the results and store the results in data structure(public variables), let interface to access it. **Overall program** - The program should be multi-threading - Ideal running process: the interface tells the engine about the states of the chess board and the engine returns what user what.
Action points	Next week plan: Interim report outline and task distribution: Yuan FENG Engine modify: Meng YUAN, Yuan FENG GUI: Han BAO Combine methods together: Guanqiao HUI, Qiwei SUN Start interim report: All