

Minutes 09/19/2016 – Sphinx floor 1

- Showed Brady how to use Git, everyone now knows.
- Actors and Actions have been finalized.
- Main Menu GUI decided on. Buttons for starting game, manage robots, and displaying rules.
- Clarification on how the robot library works has been made and now understood.
- Teams do not get registered, just robots.
- Nice to have statistics button on main menu.
- Added 4 new GUIs. one for main menu, register, revise, retire. (Still need to do game board).
- Decided on system for rotation robots.
- Skip/End turn option on game board.
- Players can continue to play if a team quits the game so long as there are still 2 or more teams playing.
- In the “Display Game” action scenario, need to include the size of the board depending on the number of players. 2 or 3 teams is a five spaces radius. 6 teams it is a seven space radius.
- Decided on what each person is doing moving forward.

Started: 1:03, ended 1:50

People present: Parker, Dylan, Brady, Meagan.