Team 19 Project 2 Week 7 Report

Participants: Cong Xinzhou/Hong Ruyue/Xie Yuchen

Meeting Date: 2020/4/9

Project Leader: Hong Ruyue

# Summary

* Requirements from instructor team
  + How to move chess piece? Drag or Click to show the moving direction?
    - Optional
  + Do we want to show the highlight after clicking the chess piece?
    - Optional
  + Do we need to show the number of moving steps and the record of the best steps?
    - Yes. Uppal is used to calculate the best step
  + Can players choose the level of the game themselves？
    - Predefined or Player could put the chess on the table randomly
  + When resetting the game, does it need to be the same or does it allow randomness?
    - Both is ok, it is best for player to choose
  + Do we need to set an undo/pause button?
    - Optional
  + Does the game have a start menu which may record the last game to continue?
    - Optional
  + How to determine the success of the game? ( whether Cao Cao is dragged to the exit?)
    - Yes
* Questions prepared for the instructor team
  + If the game starts randomly, will there be a case that the game has no solution?
  + Does the player have to win the game with least steps?

# Action Items

Plan for the next week:

(R) Hong Ruyue: Get start with the requirement document. Think of other vague situations and prepare questions for the next meeting.

(D)Xie Yuchen: Get familiar with the requirement.

(V)Cong Xinzhou: Get familiar with the requirement.