Meeting 01 Minutes

Project Name	9 Men Morris
Meeting Date	24/03/23
Meeting Place	MUM Hive
Duration	1 hour
Meeting Purpose	
Initialising Sprint 1 Tasks	

In Attendance

Attendee's Name	Contact Info.
Muhammad Abdullah Akif	maki0001@student.monash.edu
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Agenda

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Advanced Requirements chosen topics: A and C, discussed implementation concepts
Move Highlighter: Create a feature to highlight all possible valid moves for a player in a given state of the game
Topic A - Create Tutorial Mode that teaches basics of the game, which terminates after all rules are covered. Can reuse C's Bot in the Tutorial
Topic A's Hint features just takes the information from Move Highlighter, and puts it on the GUI screen.
Topic C - Create bot that takes information from Move Highlighter, and picks one either at random, or based on some sort of decision making. The bot could extend the player class since the bot is a player that makes decisions on it's own

Takeaways

Action
Team decided to do Part 1 - Team Information on Monday 3:30 p.m
Do Part 2 - User Stories -> Part 3 Basic Architecture -> Part 4 Basic UI Design, since they are dependent on each other
Finalise the User Stories by Sunday 26 Mar
For Part 3 - Basic Architecture, will collaborate on it on Lucidchart next Monday

Next Meeting

Project Name	9 Men Morris
Meeting Date	27/03/23
Meeting Place	MUM Hive
Meeting Purpose	Finalise User Stories