2nd Meeting (start Time 4:15pm)

ATTENDANCE = COMPLETE

# Group Discussed if committing in git would be different/ relevant for WINDOWS and Linux

# Started Having everyone become familiar with git repository

- Kyle has the most experience

# Always go to develop not master

- to ensure not to break anything

# Started Talking about requirements documents

# We need to know what we want to do

- Play the game casually

- then Play the game and start tasking

# no one has the proper knowledge on Networking

# Major Features

- Should be able have 2, 3, 6 players

- AI

- Combinations of AI and human players

- Networking

- Have Fog of War

- Clicking style

- Random Player/Turn order

- Expandable player for more players

- Variation on Tanks

- Have a visible grid

- Losers become observers

- Can player can do nothing

# Graphics

- Different players

- Distinct tanks

- Able to see the board

- must be able to view the whole board

- Able to see your board

# For 3 players 5 or 7

- We will ask

# Requirements documents

- Should have UML

- written Documentation

-

# Group Determines the actor

- User

- Opponent

- AI

- Time ( IF a person drops )

- Network

# Group decided on Click Based

# Group decided on a menu

- Made for the player can decide how many players he wants to play against

# Group decided Robots are not a player

# Group decided that AI is not its own actor but part of the Player Actor

# Group need to ask the formality of documents

# Group decided that they will meet every week so we can avoid meeting at weekends

# Next week:

- we will like to have chart

- How Formal the documents are

- know how the requirements documents has to look like (template)

- an agenda

- at least try to play the game

End 2nd Meeting (5:35pm)

Meeting was adjourned with everyone satisfied