**Meeting Minutes**

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| **Subject** | **Meeting 2** | **Date** | **2/2/16** |
| **Facilitator** |  | **Time** | 7:30PM |
| **Location** | CS Lab | **Scribe** | Alex Pieragowski |
| **Attendees** | Alex, Charles, Korey | | |
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| Key Points Discussed | | |
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| No. | Topic | **Highlights** |
| 1. | Game or traditional map? | Like Risk. Game would be interesting, could involve more than one player or have AI for enemies. Would take longer. Not sure if it fits in the given bounds for the project |
| 2. | Ask Prof. Wollowski | Define “scale up”, if game is possible/allowed, |
| 3. | Data structures | Graph, lists of some kind for names, hashtable for coordinates/nodes, |
| 4. | What it looks like | 2D static image overlayed with nodes and paths connecting them |
| 5. |  |  |
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| Action Plan | | | |
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| No. | Action Item(s) | **Owner** | **Target Date** |
| 1. | Look at Skyrim data, see if anything can be imported | Charles | 2/4/16 |
| 2. |  |  |  |
| 3. |  |  |  |
| 4. |  |  |  |
| 5. |  |  |  |
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