Mentor Meeting 11/14

Agenda

- Feedback on design
  - Is it reasonable?
  - Can you foresee any problems we might run across trying to implement the MVP as documented?
  - Specific points:
    - Storing game only as sequence of moves vs. also storing it statefully. How bad is redundant storage?

Progress Report

The beginning of this week turned out to be a hosed time for all of us. We weren't able to go much past the design docs. Damien has started to work out websockets, and hopefully in the past few hours Ben has laid out skeletons of the Rails models which set in place the relevant associations. So there's a lot of coding to be done in the next three and a half days. That said, your feedback on our design will help us get going.

Minutes

To be filled in...