**Minutes of meetings related to final implementation**

28/11/2017

* All members present.
* Cathal took note of the minutes.
* We discussed any more twists we could add to the web app along with our original twist of having a leader board.
* Riain suggested that white starts first instead of black.
* We also discussed where and how we would deploy the game.

6/12/2017

* All members present.
* Cathal took note of the minutes.
* We deployed the game up on an Amazon Web Server
* Some bugs arose but we were quick to smooth them out
* We tested the app and decided to write up a structured walkthrough to guide someone through the website online.

**Summary of any changes made**

* The game is now multiplayer (single thread). Two players can play and every persons move is updated on both screens.
* Our twists include, White starts first, also we have included a leader board based on the number of wins a user has.
* We divided the code into its respective classes using routes in python Flask, the routes included leader board, game lobby (utilities), player, log in (Client). The classes which were implemented using Javascript include Server, Board and Game.
* Game is deployed online.
* People can register an account.
* The repository for the game is available online