Software Engineering G6046

Team Number	5
Names of team members present	Whole team
Meeting format	Physical
Date and time	27/02/24, 15:00
Meeting co-ordinator	Whole team

1) Matters to note from last meeting

AI has been implemented, auction works, and most known bugs have been fixed

2) Issues discussed at this meeting
- Auction system shows incorrect property names, suggesting it isn't tracking the correct property
- Workload from other modules has increased
- Sometimes the players' turns are in an inconsistent order

3) Decisions agreed at this meeting
- Fix the two bugs that have appeared over the next week
- When we next meet, we will play the whole game as a team to see how it works
- Have a week's break to focus on other modules' work and prevent any burnout

4) Date of next meeting

06/03/24, 15:00

END