

Software Engineering G6046

Team Number	5
Names of team members present	Whole team
Meeting format	Audio call
Date and time	20/03/25, 19:00
Meeting co-ordinator	Whole team

1) Matters to note from last meeting

The Mac issue was successfully fixed so the game is playable on more devices. Begun UI development, prototypes are looking promising but not finished yet. AI and auction implemented.

2) Issues discussed at this meeting

- Other coursework
- UI tweaks
- Start of unit and system testing is going well

3) Decisions agreed at this meeting

- Can put this project on backfoot if necessary, important to focus on other modules too
- Continue testing and repeat after changes
- Continue developing UI to final design
- Keep communication strong for final few weeks

4) Date of next meeting

27/03/25, 15:00

END