

Software Engineering G6046

Team Number	5
Names of team members present	Whole team
Meeting format	Physical
Date and time	06/03/24, 15:00
Meeting co-ordinator	Eric Shi

1) Matters to note from last meeting

The previous week was a break week, so we discussed how we were all feeling and are ready to get back to it. Also discussed how we had fixed the previous bugs. Played the game as a group.

2) Issues discussed at this meeting

- Issues with the game running on Mac
- Thoughts on the UI and what we should change
- Small tweaks to improve the game
- How we feel the project is coming along

3) Decisions agreed at this meeting

- Decided to focus on trying to get the game to work on Mac as multiple team members use Macs
- We want to add some extra detail onto the map, so each tile states what property/action it has
- Change the time limits allowed on the abridged mode to allow custom time limits
- Agreed to continue with our goal of being ready by week 9

4) Date of next meeting

13/03/24, 15:00

END