Team 10 Project 2 Week 9 Report

Participants: WeichenLu, ShenYuan, YihanBian

Meeting Date: 5.1

Project Leader: ShenYuan

# Summary

* Things finished since last meeting

ShenYuan: add details to the requirement document and add details to the class diagram and sequence diagram

WeichenLu: NULL

YihanBian: read the requirement document and start doing the GUI

* Questions prepared for the instructor team

If it need some tips. If needed, how to give? Total tips or one more step.

If two empty places are connected, can the item move straight?

Does it need some rating mechanism depending on the sum of steps?

(still has the problems above)

How many origin places does the game need?

If it need a question when quitting during the game?

If it need save?

# Action Items

Plan for the next week:

WeichenLu: still nothing

ShenYuan: add more details to requirement document and add details to the UML diagram. ( Maybe need to add some types of diagram.) Improve the GUI with YihanBian

YihanBian: prepare a draft of the GUI and try to add details