

Tutorial 1

Group: Scrabblers

Date: 2021-09-02

Tutor: Pelle Evensen

Participants: Niklas Axelsson, Martin Björklund, Ole Fjeldså, Gustaf Johanson

Objectives

- Approve choice of project.
- Discuss relevant approaches to get started with the project.

Reports from previous meeting

- No previous meeting.

Discussion items

1. Is scrabble a relevant project for this course?
2. How should the group get started?
3. What aspects of the game is more or less important for this course?

Outcomes and assignments

1. Scrabble is a fitting project for the course.
2. The first step in the project should be to write user stories and get started on the scrum board. The user stories should be divided into 3 priority ratings.
3. General usability and basic features should get higher focus than fast algorithms and optimally playing bots.

Wrap up

- Next meeting 2021-09-09 at 14:15