**Minutes:**

Friday 27th November:

- We discussed the overall state of the project and established the elements we should work on first based on their importance to the functionality of the game.

- We concluded that getting the game working locally, building the player, tile and board classes would lay a good foundation for the application and would mean that the only thing left after would be implementing the network side of things.

Monday 30th November:

-From Monday to Friday 4th of December we spent **2 hours per day** implementing our respective classes that we had decided from the previous meeting.

During the week we would split into groups, each group working on different classes:

* Cian, Marius and Maciej => Game, Board
* James and Stefan => Player, Tile

Thursday 3rd December:

- After completing the player, tile and board classes we all met up once again to tackle the bulk of the implementation, the game class, specifically the methods responsible for calculating the validity and scores of the words on the board.

Friday 4th December:

- Based on our discussion in the previous meeting we once again split up into two groups:

* Stefan and Maciej => check\_move() method
* Cian, Marius and James => calculate\_score() method

Note:

* Although we didn’t quite reach the stage at which we expected to be at for the implementation submission (due to having to spend more time than expected discussing some of the intricacies of our implementation based on a lack of experience, as well as due to having to manage time with an overall course workload), we are very content with where we are now at, in terms of knowing exactly where we need to put our time, as well as having defined aims for the final implementation and how exactly we’re going to go about it.
* We have followed our initial design (e.g. class design, skeleton frameworks, object design and the sequence of our game) closely and worked around it. The work we put into defining these things in the earlier stages has benefitted us greatly in the implementation, as we have a solid structure which we have been able to follow.