MEETING MINUTES

Meeting/Project Name:	Meeting 02	
Date of Meeting: (MM/DD/YYYY)	11/02/2020, 11 am	
Minutes Prepared By:	Vivien	

1. Meeting Objective

- Specification coursework
- How to start with our project

2. Attendance at Meeting

Name	
Jiao, Haotian (Hallton)	
Wang, Mingfeng (Foret)	
Banes, Hayden J	
Tang, Zhenyu (tang)	
Neumann, Vivien	

3. Agenda and Notes, Decisions, Issues

Topic	Owner

- Specification coursework:
  - Board, dices, players (2-6), game agent, integration of cards
  - Specific bank is not necessary since the game has always enough money	

- How to start with our project:
  - Data model?
  - Board as essential element	

- General project approach:
  - Working agile: sprints have a length of 1-2 weeks
  - Goal: after every sprint we have a running version of Property Tycoon
  - To ensure we do not forget requirements and game features, we have a backlog with requirements and features we want to implement (~Kanban Board?)
  - Testing is included within the sprint
  - Diagrams for the system design are specified during the implementation phase. We might start with general UML and class diagrams which we further develop.	

4. Action Items

Action	Owner & due date

5. Next Meeting (if applicable)

Date: (MM/DD/YYYY)	27/02/2020	
Objective:		