MEETING MINUTES

Meeting/Project Name:	Property Tycoon	
Date of Meeting: (MM/DD/YYYY)	28/04/2020, 2pm	
Minutes Prepared By:	Vivien	

1. Meeting Objective

- Current status - what did we finish?
- Last Sprint (Sprint 8)
- Next steps - Testing?

2. Attendance at Meeting

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

3. Agenda and Notes, Decisions, Issues

Topic	Owner

Current status:
 	
- Hayden has a shortlist with issues he discovered, e.g.:
  - Passing go does not work - game crashes
  - Landing on go, does not give the money to the player
  - Landing on the 'go to jail' space does not send the player to jail
  - ....all of the issues are stated in the sprint documentation file (Sprint 8)
- One player can still start the game
- Blank name and same name players can be created
- Repeated token can be used	

Reflection last sprint:
 	
- GUI is finished:
  - Property Management
  - Simulation Monitoring
  - Documentation for both of them is done
  - Fixing bugs and issues
  - Still missing: Auctioning and Trading.
- Game Agent is implemented (pay rent, auctioning and opportunity cards)
  - Proper testing is still missing	

Next steps - what is still missing:
 	
- GUI: We can use our time more wisely in the upcoming sprint rather than upgrade the GUI - it's more important that all features are working and we have a good code base.
- Getting the agent set up
- Focus during the final two sprints:
  - Testing and pushing the game
  - Improving the code base
  - Fixing the issues from Hayden's shortlist	

4. Action Items

Action	Owner & due date
-	

5. Next Meeting (if applicable)

Date: (MM/DD/YYYY)	Thursday, 30/04/2020 - 12pm	
Objective:		