Meeting Minutes Sprint 1 – Haaris Padela, Kraig Orcutt and Drew Grattafiori

* Sunday October 29
  + Met from 8:35-8:50
  + Discussed what we had completed since last meeting that took place on Friday, October 27
  + Completed work included
    - Most of the backend for the game including the ability to move pieces, steal pieces and obtain free turns (Drew)
    - Learning how to implement GUI and early stages of board creation (Haaris)
    - Learned the basics of how Java works (All)
  + At this point we realized that after Sprint 1 we would be significantly ahead of where we thought we were. Therefore, we decided to redistribute the work for Sprints 1 and 2.
    - For Sprint 1 Drew will complete the backend except for the end game scenarios which will be completed by Kraig.
    - In addition, during Sprint 1 Haaris will complete the essential elements of the GUI
    - Over the weekend of Sprint 2 Haaris and Drew will combine the backend and GUI in order to produce a working game without the AI
    - Kraig will complete the end game scenario and send this to Drew. Then he will begin learning the networking side of the project in preparation for completing most or all of this by the end of Sprint 2
* Wednesday November 1, 2017
  + Met in lab from 1:00-1:20
  + Discussed what we had completed since previous meeting
  + Completed Work included
    - Implementation of board and holes in GUI (Haaris)
    - Kraig sent Drew the completed endgame scenario late Sunday night but it did not fit in with the greater program perfectly. It has not been fully implemented at this time
* Friday November 3, 2017
  + Met from 3:00-3:15
  + Discussed what we had completed since previous meeting
  + Completed work included
    - Implementation of pieces, quit and reset buttons, and main menu into the GUI (Haaris)
  + Finalized weekend plan for the beginning of Sprint 2
    - Drew will complete the backend Friday afternoon
    - Drew and Haaris will complete the updated project requirements Friday afternoon/Saturday morning
    - Saturday Haaris and Drew will combine GUI and backend
    - Kraig will have networking aspect ready for integration with rest of project by Wednesday, November 8