Meeting Minutes Sprint 2 – Haaris Padela, Kraig Orcutt and Drew Grattafiori

* Sunday November 5
  + Met from 10:00-10:15
  + Discussed what we had completed since the previous meeting
  + Completed work included
    - Creation of socket between client and server (Kraig)
    - Combining the GUI and the backend of the game and resolving issues between them (Haaris and Drew)
  + Adjusted remaining hours in backlog to what our new roles in the project are
  + Adjusted plans for sprint Two to not implement networking aspect until Sunday, November 12, 2017
* Wednesday November 8, 2017
  + Met during lab from 1:15-1:30
  + Discussed what we had completed since previous meeting
  + Completed Work included
    - Full implementation of the client-server relationship except for threading (Kraig)
    - Fixed restart button (Haaris)
* Friday November 10, 2017
  + Met from 6:00-6:15
  + Discussed what we had completed since previous meeting
  + Completed Work included
    - Threading in the network and allowing multiple clients at once (Kraig)
    - Allowing users to choose an option for pie rule, allowing users to choose whether or not to make pieces random from the main menu (Haaris)
    - Printing errors to screen (Haaris)
    - Added scoreboard (Haaris)
    - Added instructions (Haaris and Drew)
    - Fixed remaining bugs in backend (Drew)
    - Created functions to find possible moves and select from them a random one (Drew)
    - Added timer to the gui (Haaris)
  + Made plans to implement networking aspect over the weekend