

# Meeting 20

24 April 2018

## **Attendance**

### **Present**

Jan

Tom

Markus

Magnus

Viet

Mikael

Anne Lise

Aleksander

## Highlights of the meeting

- Discussion of what features to implement

## To do

- Look into complexity of the features we want to implement

## Notes taken under meeting

What do we want to do?

Online multiplayer:

- Make game room, connect with pin?
- Active player upload game board state to database after making turn
- Inactive player download game board state after active player has made turn

Animations:

- Able to click and drag pieces

Chess tutor:

- Win the game within 3-5 turns

Custom rules:

- Set of skills with cooldowns?
- Special move after knocking out x pieces continuously? (Trap tiles, nukes, revives)