

Meeting Minutes: Group 6

Meeting Type:

Weekly review

Meeting Date:

12/03/18

Meeting Start Time:

11:06

Meeting End Time:

11:53

Attendance:

Atiqul Islam
Matt Mead
Ollie Bland
Robert Levy
Adam Moussa

Absence:**Progress:**

- Requirements is usable but not finished.
 - A few functional requirements need to be changed.
 - The non-functional would need finishing
 - Should be done in a couple of days.

Jobs:

- Robbie: GUI design, research colours
- Ollie & Atiqul: High level design
- Adam & Matt: Low level design
- Finish Requirements: Matt & Atiqul

Discussion:

- Design:
 - Class diagram:
 - High level:
 - Atiqul, Ollie, Robert:
 - To research what the types of high level design documents that need to be created.
 - Low level:
 - Adam and Matt:
 - To research what the types of low level design documents that need to be created.
 - Prototyping:
 - Appropriately prototype.
 - Design of the board.
 - Visual application:
 - How is the game going to look like?
 - Research the hex code for the colours that are going to be used on the creation of the board
 - How is the game going to operate:
 - Movement:
 - Direct movement = teleport.
 - Tile movement = move one tile at a time.
 - Game windows:
 - When purchasing property, a game window should pop up giving the player an option to purchase the property or auction it.
 - Start Screen:
 - Options to start playing the game, read the game rules and change the settings.
 - Customization:
 - Implement usernames.
 - Could implement colours for each player.
 - Player tokens:
 - What are they going to look like?
 - How are they going to be created?
 - How are they going to be shown on the board?

Next Meeting:

12:00 Monday

12:00 Wednesday