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