Matthew Rubacky

Meeting report

On Friday, October 30th, Morgan and Abere met for around an hour after class to write the project bid.

On Monday, November 2nd, After class, Abere and I decided to research what we would have to do to get our respective parts of the project to work, and discuss our findings on Friday

On Friday, November 6th, Morgan, Abere, and I met for around thirty minutes after class, where we went over what we found, such as how the GUI will interact with the main chess program, how the server will interact with the main chess program, as well as how the user will interact with the chess program and the GUI. The meeting was extremely productive, and allowed us to identify more of our risk.

On Friday November 20th, Morgan, Abere, and I met for around twenty minutes to discuss where we were in the project, and what we will need to do to finish the project. We decided in this meeting that we will need to modify the game so that check is not a part of it in order to finish the project.