# CA314 - OO Analysis & Design
## Assignment 5 – Final
## (Group 15)

## 1. Changes

Since the last assignement, we finally added the calcul of the score to the game. It's not perfect yet because we still have trouble with the zones who are closed by the edges of the board but it can find those on the center of the board. We this feature added we can now decide who is the winner of the game based on the simple addition of the number of stones plus the number of intersection in the zones we found.

We started a network implementation but we couldn't finish it.

## 2. Team meeting

After the last assignement (n°3) we had only one meeting to discuss our final implementation of the game of go.

**MEETING (5/12/2017):**

*1. ATTENDANCE:*

Everyone was present

*2. MEETING LOCATION*

Dcu library

*3. MEETING START/FINISH*

Start at 17:00p.m, end at 18: 00p.m

Scribe Antoine.

*4. AGENDA*

 -See if the network is possible to implement

 - Add the score calculation to the project

*5. NOTES*

*We linked the score calculation code with the rest of the project.*

*The network part seems too large to be implemented in such a small amount of time.*

*We started preparing our project to be submitted.*