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| **Meeting Log for AI Case Project** | |
| Working week No. | 1 |
| Date and time | 31/01/17 13:38 |
| Group member present | All |
| Main problems/issues discussed | We have agreed as a group to develop a checkers based game that incorporates AI features such as minimax and decision tree learning method.  Discussed on what AI methods to implement and what type of minimax algorithm to use. |
| Agreed actions | * Complete the TOR proposal by next week. * Analyse the rules which are required to make a functional checkers game * Discuss on how to implement a scoring system which the game can use for the minimax algorithm |
| Proposed date and time for the next meeting | ETA Tuesday 7th February |
| Signature of each group member present |  |
| Date | 31/01/17 |