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| **Meeting Log for AI Case Project** | |
| Working week No. | 2 |
| Date and time | 07/01/17 11:57 |
| Group member present | All |
| Main problems/issues discussed | The checkers based game needs rules to be implemented for the players and the AI needs a scoring system for it to place a best move. |
| Agreed actions | * Finish the proposal by 9th February * Matt and Neil will research and gather ideas on how to develop a GUI interface for the game * Sufyan will look in how to develop and create the minimax code * Calum and David will research and write draft rules for the checkerboard game   Attempt to write a pseudo code to gain an initial idea of the coding which will be required. |
| Proposed date and time for the next meeting | ETA Tuesday 14th February |
| Signature of each group member present |  |
| Date | 07/01/17 |