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| **Meeting Log for AI Case Project** | |
| Working week No. | 3 |
| Date and time | 21/03/17 19:22 |
| Group member present | All |
| Main problems/issues discussed | Board movement has been completed, and the AI and GUI code can now be integrated into the project. However, the kings and double jumps are still being worked upon.  A GUI template has been created with backgrounds and images are ben used from the internet. Good progression with the AI also. |
| Agreed actions | Sufyan and Calum – board, movement, pieces  Neil – minimax algorithm pseudo creation  Matt and David GUI creation and testing practice  Implement the code into the GUI so it plays human vs human.  Code the AI into the product now as it has the basic rules to complete the game.  King pieces and double jumps need to be produced by the end of APRIL. |
| Proposed date and time for the next meeting | 28/03/17 |
| Signature of each group member present | S.ahmed  M. Foggon  C. Ferguson  N. Davies  D.Birtch |
| Date | 21/03/17 |