Date of the meeting	Matters Discussed
10/3/2021	Initial Bonding with the group, getting to know each other. Brainstorming about different ideas. Finalised Bomberman and Minesweeper, and decided to do more research before the next meeting to finalise the game.
26/3/2021	Finalised bomberman as the working game, everyone picked the searching/learning algorithm of their choice which they will implement to solve the problem
16/4/2021	Initial concerns raised by vaibhav and jorge, as the framework chosen to simulate bomberman was not well documented and maintained. Hence the group decided to changed the game to minesweeper. Everyone re decided their search/learning techniques they will implement on the new chosen game.
23/4/2021	Everyone discussed their progress with the group regarding the algorithm. We discussed how we are going to asses different algorithm before the next meeting
29/4/2021	Everyone presented their results, and started working on report. And presentation
30/4/2021	Reviewing the report and final submission.