**Team Report: Assignment 1**

Team Pac-Men

Austin FitzGerald, Nate Braukhoff, Nathan Stelken, Myles Heinzen

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| **Team Member** | **Time (HH:MM)** | **Activities (Description)** |
| Nate S | 02:00 | 2/4/2020 1:30 - Met with the group to work on Assignment01.  2/7/2020 00:10 - Entered my info in the group report |
| Nate B | 02:00 | 2/4/2020 01:30 - Met with the group to fill out Assignment01 google doc. We pick a game we want to build and gather all the required information.  2/4/2020 00:30 - Fill out the group report |
| Austin | 02:30 | 2/4/2020 01:30 - Met with group, completed proposal and started collecting documents/original game material.  2/6/2020 00:30 - Entered in group report, checked over spelling in group report, more research on game, recorded video of game running |
| Myles | 02:00 | 2/4/2020 1:30 - Met with group, completed Assignment01.  2/4/2020 00:10 - Entered my info in the group report. |

**Process:**

After Thursday’s class, we all researched on our own time. While doing this, we compiled a list of games we wanted to reengineer in Discord. After finalizing the list of games, we discussed which game would be the easiest and the hardest to reengineer. The group wanted to choose a game that would give us a challenge but still be able to complete by the end of the semester.

When choosing the game, we considered a couple of factors. We discussed the group members’ capabilities when it comes to programing graphics. Programming graphics is something all group members were not the most knowledgeable in, so the group decided to stick to 2D graphics. The second factor was the time constraint. We wanted to ensure that we could complete the project by the end of the semester.

The group found a time when all group members were available and created the documentation. We chose the game, found it’s source code, and researched some libraries that will be helpful during this project. After completing the document, each team member filled out the group report on their own time. Austin recorded the video of the game running.