Chessmaster Group Log:

**08/25:**   
- All group members met and attended to brainstorm ideas for game.   
- Clarified roles for who would be doing what. (Colin will be doing most non-coding things such as art, music, sound effects, presentations, reports, managing times and dates. Coding work will be split among Aaron and Daniel with specific tasks TBD based on later meetings and due dates on certain tasks.)   
- Discussed and brainstormed various game ideas until finally settling on first ideas of Rook and Bishop.  
- Began work on documentation and deliverable 1

**09/01:**- Maybe 2 bishops and player only can move 4 ways?  
- All group members met.  
- Presentation roles: Daniel – Concept and overview, Aaron – Pathfinding and AI, Colin - Additional concepts to put in

**09/08:**- All Group members met  
- Unity work schedule:  
Aaron: Wednesday, Saturday, Sunday  
Daniel: Tuesday, Thursday, Friday  
Colin: Friday, off hours on weekdays

**09/14:**  
- All group members met  
- Colin created art, music, and sound for the game  
- Aaron created Unity Project, some pre-fabs, and the chessboard

**09/29**:  
- All group members met  
- Not very much was accomplished since last meeting, however, took extra time and worked together as a group in Unity during meeting  
-Aaron: Get the pieces moving  
-Daniel: Get the player moving  
-Colin: Create some more assets (Cooldown bubble, ready to move alert sound, background skybox), Implement timescale and cooldown

**10/06:**- All group members met.  
- Timescale and cooldown completed by Colin  
- Piece movement 50 percent completed at start of meeting  
- Player movement 75 percent completed at start of meeting  
- Still need to import animations, music, sound, etc