**C# Team Meeting Log**

**Meeting 1:**

**Date: 3/29/19 Location: Learned Hall**

**Summary:**

Discussed possible topic ideas, decided on making an RPG, setup initial github repository and discussed using Unreal Engine and decided to do research to see if this would be a good fit for the project.

**Meeting 2:**

**Date: 4/1/19 Location: LEEP 2**

**Summary:**

Decided to use SFML rather than Unreal engine. Assigned tasks for each team member.

**Tasks:**

* Design Map
* Create Main Character
* Create Enemies
* Design Title Screens
* Design Attack System
* Design Character Stats

**Meeting 3:**

**Date: 4/5/2019 Location: Learned Hall**

**Summary:**

Discussed progress for each team member, addressed issues with bugs and possible fixes. Refactored code and class structure for extensibility.

**Meeting 4:**

**Date: 4/7/19 Location: Skype Call**

**Summary:**

Discussed issues building code for Windows and eventually fixed issue. Discussed progress and expectations for first demo.

**Meeting 5:**

**Date: 4/9/19 Location: Learned Hall**

**Summary:**

Discussed all tasks needed to be completed for demo. Bug tested code and prepared for project 3 final push.

**Meeting 6:**

**Date: 4/12/19 Location: Learned Hall**

**Summary:**

Discussed tasks for project 4.

**Tasks:**

* Implement Wave System
* Finish Attack System
* Refactor code
* Add extra enemies for increasing waves
* Increase speed on startup of program
* Fix issues with sprites

**Meeting 7:**

**Date: 4/22/19 Location: Learned Hall**

**Summary:**

Discussed progress on assigned objectives. Discussed structure for attacker class and game class.

**Meeting 8:**

**Date: 4/26/19 Location: Learned Hall**

**Summary:**

Discussed progress on wave system and attacking system. Addressed speed issues and planned for completion of project. Agreed to keep in contact over group me as much as possible.

**Meeting 9:**

**Date: 4/30/19 Location: Learned Hall**

**Summary:**

Prepared and finalized code for last push. Performed final bug checks and tests.