Minutes: 5 Feb 2021

Group J

Present: Austin Stephen, Michael Pate, Ryan Harding, Ben Wilkin, Adeline Reichert

Started: 2:00pm

Basic reason for meeting is to talk about getting started on Program 01.

Adeline made a Google document, shared it with everyone, and we wrote out everything we need to do for the project.

Ryan suggested using Microsoft Visio for UML activity diagrams. The rest of the group has had issues downloading Visio, so Michael suggested that we could use LucidChart instead because it’s easier to get.

We tried to start planning out our classes and how we wanted to organize our code, but realized we all needed to do a little more prep work before we are able to intelligently plan.

We set our expectations for what every group member needs to do before our next meeting, as well as a meeting schedule for this project milestone (see below).

Michael made a Discord server and we all joined it. Future communications (outside of meetings) will take place there.

Expectations For Next Meeting:

Get Eclipse running with Git

Put your name in README.md

Read through code we have been given

Look into Java’s GridBagLayout class (as recommended by instructor)

Read through coding standards documents (in WyoCourses)

Adeline will edit and compile meeting minutes in Word

Upcoming Meetings:

12:45pm on Monday 2/8

2:45pm on Thursday 2/11

Meeting ended: 3:00pm

Minutes: 8 Feb 2021

Group J

Present: Austin Stephen, Ben Wilkin, Michael Pate, Ryan Harding, Adeline Reichert

Started: 12:45pm

Basic reason for meeting is to plan the next phases of the project well enough to divide up work due later this week.

Attempted to divide up the project. Got fairly far down this road, but realized that is a hard task because we don’t yet know how we want to implement everything and realized that lots of phases and parts of the project depend heavily on all the others.

Discussed the merits of all editing the code this first week to get an understanding of GidBag and the general code then pushing together on Thursday. We decided this was the better option than assigning certain sections to individuals.

Discussed the difficulty in planning a project without understanding how GridBag works and the framework given, so we decided to push most of the UML and plan for Thursday.

Ryan offered to make a rough draft of the UML for Thursday.

Expectations For Next Meeting:

Austin, Adeline, Michael, and Ben need to create individual and separate branches. These branches will implement the buttons (and make quit work), the grid game board, and tile locations. No one will push to main. We will discuss findings and will decide which version(s) to push to the Master branch on Thursday.

Ryan will make a UML diagram for us and will play around with the code as he sees fit in order to be able to draft the UML diagram. He will also draft a corresponding planning document.

Adeline will ask for clarification on exception handling and resizing requirements for this project milestone.

Ryan will play around with basic exception handling. Will figure out more based on the instructor’s clarification.

Adeline will clean up this meeting’s minutes.

Upcoming Meetings:

2:45pm on Thursday 2/11

Meeting ended: 2:00pm

Minutes: 11 Feb 2021

Group J

Present: Austin Stephen, Ben Wilkin, Michael Pate, Ryan Harding, Adeline Reichert

Started: 2:45pm

Basic reason for meeting is to decide who’s code (or which combination of our solutions) is the best one to turn in as well as create a plan for ensuring we have everything we need to turn in.

Adeline shared her implementation of Program01 v1.

Austin shared his implementation of Program01 v1.

Michael shared his implementation of Program01 v1.

The group discussed the pros and cons of who’s solution we should merge back into the master branch and decided that Michael’s was the best. Michael’s was determined to be best because it had button functionality and each of the grid locations/tile homes were a separate JPanel object.

Michael merged his branch with the master.

We discussed the ways in which we needed to polish Michael’s code in order to make it more “elegant”. We determined that we need to get a lot of the code out of GameWindow’s setUp() method by creating additional classes. Austin has an idea in mind of how this should be set up and will work with Michael to implement (see task list below).

Ryan shared his progress on the UML diagram.

Ryan shared his progress on the planning document.

Adeline shared her screen and the group walked her through testing Michael’s code on a remote Engineering Machine to make sure it ran properly. It ran as intended.

Expectations Before Deadline (Friday, 2/12 at 11:59pm):

Austin and Michael need to work together to pull our code out of GameWindow and put it into separate classes.

Adeline needs to make sure our code follows the standards document.

Ryan and Ben need to complete the UML diagram (and update it for the class structure that Austin and Michael are implementing).

Ryan and Ben need to complete the planning document (and update it for the class structure that Austin and Michael are implementing, as well as for a basic plan for future project versions).

Adeline needs to make sure we are following everything in the Program 01 instruction document and make sure that we turn everything in correctly (and have it all set up correctly in GitHub).

Upcoming Meetings:

None currently scheduled

Meeting ended: 4:15

Minutes: 18 Feb 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 3:30pm

Basic reason for meeting is to delegate tasks for the next week and discuss the requirements for the next 2 weeks.

We clarified what is meant by an anonymous class and came to the conclusion that we didn’t have any.

Austin mentioned we should not create a “god” class (which could be our current design) because this is discouraged in the Skrien text.

Michael brought up whether we should implement movement based on tile clicks or drag and drop. We think it will be easier, at least for now, to work with just tile clicks. That way, we also do not have to worry about the definition of what is “close enough” when a user places a tile not quite perfectly in a space.

Everyone discussed the merits of using images as game tiles and if they should be their own objects or just stored in the existing panel class.

We delegated the responsibilities for updating our code for this implementation.

Expectations Before Discord Check-In:

Ben and Michael work on static tile attributes

Give each tile a solid colored background

Number each tile (visually; from 0-15)

Have some space between the tiles in the holding area

Ryan and Adeline work on tile movement

Make the tiles movable. As of now, our plan is to do this by making some movement based on clicks.

Austin works on how to structure our classes. Will bring 2-3 big plans to the group for opinions.

Upcoming Meetings:

Discord check-in on Tuesday (2/23). Each group member/partnership needs to give an update on Tuesday and then we will set a meeting on the 24th or 25th.

Meeting ended: 4:15

Minutes: 25 Feb 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 3:00pm

Basic reason for meeting is for everyone to give their progress updates and to delegate tasks for our next meeting.

Adeline was wondering how to make maze pieces in the gameboard vertically combine. Michael was able to fix this problem by changing tileStorageConstraint.fill.

We discussed Michael’s and Adeline’s progress for the week and decided to merge Adeline’s branch (movement functionality) into Michael’s and then merge Michael’s branch (fixing tile spacing) into master.

Austin went through the plans he came up with as to how we should structure our classes.

We discussed the merits of different ways to isolate changes, especially the gridbag constraint modification. Our top priority was making the code easier to interpret and modify.

We delegated tasks for our next meeting.

Expectations Before Next Meeting:

Austin and Michael work on refactoring code design-wise

Ben and Ryan will put images on tiles (numbers 0-15)

Adeline will update our UML

Upcoming Meetings:

3/1 or 3/2. Will talk and schedule in Discord

Meeting ended: 4:30

27 Feb 2021

6:30-9 pm

Ben and Ryan worked together via discord to try and display images on the tiles in order to number them. We have since abandoned this method, instead using JLabels.

Minutes: 2 Mar 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 2:45pm

Basic reason for meeting is to discuss what progress has been made on our code and to finalize everything that needs to be done before we turn Program 2 in.

We discussed Austin’s branch and progress on refactoring our code. The constructor for the GridBagHandler class that he came up with takes in a giant list of parameters, so we decided that that was not a “more elegant” solution and not the direction we want to go.

We discussed Ben’s and Ryan’s progress on adding numbers to the tiles. Ben had an implementation, but adding the numbers messed up all of our GridBag formatting, so we spent some time trying to see if there was a quick fix to that. We did not find one and have that as a delegated task to be completed before next meeting.

Adeline merged her branch with master. It fixes some tile movement logic (now two maze tiles do not swap when selected, per the instructor’s clarification last lecture).

We determined what still needs to be done for this version and delegated tasks for our next meeting.

Expectations Before Next Meeting:

Ben and Michael will work on making all of our tiles larger.

When we get our branch together with numbered tiles and correct sizes, Adeline will fix the movement to also swap numbers.

Adeline will create the UsersManual to explain how movement is implemented

Austin will update the planning document.

Ryan will update the UML when we get our code finalized

Austin will “fact check” the UML

Next meeting, we will delegate who is to check our code on the department machine and who is to make sure our code follows the Java Style Guide (make sure all indents are 2 spaces and not tabs)

Upcoming Meetings:

A meeting on Thursday 3/4 (specific time to be decided in Discord)

Meeting ended: 4:00pm

3 Mar 2021

10-10:15 pm

Ben and Mike met to discuss Mike’s progress on resizing and reformatting the game window, and if anything else needed to be done for the next day’s meeting.

Minutes: 4 Mar 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 2:30pm

Basic reason for meeting is to make sure we are in good shape to turn in this version and delegate the remaining tasks.

We did a check-in to make sure that our code has all required functionality for this version.

Michael merged his and Ben’s code (resize all our tiles) with Adeline’s (make movement work with numbers) to the master branch.

We delegated the remaining version 2 tasks.

Expectations Before Deadline (Friday, 3/5 at 11:59pm):

Ryan/Ben will add/update meeting minutes for their meeting.

Michael/Ben will add/update meeting minutes for their meeting.

Ryan will update the UML to reflect our final code version.

Everyone will read over Austin’s changes, give any feedback, and Austin will finalize the planning document.

Adeline will make sure our code follows the Java Style Guide (make sure all indents are 2 spaces and not tabs).

Michael will check our code on the remote lab system (making sure our code runs on a department machine).

Upcoming Meetings:

None currently scheduled

Meeting ended: 2:45pm

Minutes: 11 Mar 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 1:00pm

Before the meeting, Adeline compiled all of the requirements for this version.

Basic reason for meeting is to delegate tasks for Program 3.

Delegated our list of tasks out with the idea that they need to be worked on this weekend (see Expectations Before Next Meeting below).

Expectations Before Next Meeting:

Austin, Ben, and Adeline work on opening and parsing .mze file => be prepared with all questions for office hours on Monday

Michael resizes tiles to be 100x100 => finished

Michael makes window popup =>decent progress

Ryan will implement reset button functionality => finished

Upcoming Meetings:

Saturday some time for Austin, Ben, and Adeline (will talk and schedule in Discord)

Early next week for the whole group.

Meeting ended: 1:30

13 Mar 2021

2:00-5:15pm.

Adeline, Ben, and Austin worked on:

* Reading the default.mze file into a byte array
* Converting the bytes into the proper file types (ints or floats) according to the file layout
* Storing this information in a way that it can be accessed in order to draw the lines on the tiles
* Drawing the tiles
* Allowing the lines to move when the tiles are moved

What was accomplished:

We were able to create a branch that has the new classes Converter.java and MZEReader.java. Main now reads default.mze and prints out all of the floats/values contained in the document.

Tasks to do by Monday:

Adeline will work on storing the data when converting so it can be used to draw lines

Austin will work on drawing lines

Ben will make the file path relative to the project folder, not a local path

Minutes: 15 Mar 2021

Group J

Present: Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 11:00am

Basic reason for meeting is to discuss our progress on our individual tasks and make sure we are on track to complete the assignment by Friday.

Ben, Austin, and Adeline gave an update on their progress reading in .mze files and drawing lines.

When it came to drawing lines on the tiles, line scaling was still a little off, but Austin was able to share his screen and quickly fix the scaling issue, so that now maze tiles are drawn correctly. Austin will merge his branch into master.

Michael gave an update on his progress (in terms of scaling tiles to be 100 x 100 and adding popups for when exceptions are thrown). The group decided that since we were able to easily scale the coordinates read in by the .mze file that we no longer needed to make our tiles 100 x 100 (unless the comments from the previous version came back saying that our tiles were still too small).

We determined what still needed to be done and delegated the tasks.

Expectations Before Next Meeting:

Austin will help Adeline with adjusting tile movement to move the maze

Austin will test the code on the lab machines

Mike will work on handling exceptions “gracefully” and creating popups

Ben will help Ryan with the reset button if needed.

Ben will update the UML

Upcoming Meetings: The next meeting will be on Thursday to make sure we are ready to submit by Friday.

Meeting ended: 11:35am

Minutes: 18 Mar 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 3:15pm

Basic reason for meeting is to give progress updates and make sure we are ready to turn in tomorrow.

Ryan gave an update that he doesn’t have the Reset button working yet, but only has less than an hour’s worth of work left on it.

Michael gave his update that he was able to get the pop-ups for handling file exceptions working.

Michael ran into some issues when trying to resize the game tiles to be 100 x 100. The main issue was that every filler panel needs to be the same height as the actual tiles or else the gameboard spacing gets messed up. We were able to talk this problem over as a group and Austin came up with the idea to put the side panels and filler panels in a new panel (one large panel for each side). In this solution, we would then not need the filler panels and would be able to set insets/padding to create space between the side tiles. Michael will implement this solution.

Adeline shared her screen and tested our current master branch on a remote lab machine.

We delegated the remaining tasks for this version and set deadlines for ourselves, so that we can get our code turned in earlier than we did last version.

Expectations Before Deadline (Friday, 3/19 at 11:59pm)

Ryan- Reset Button (“due” tonight)

Ben- UML (“due” tonight)

Austin- Planning Doc (“due” tonight)

Adeline- User’s Manual (“due” tonight), remove tabs and add comments (“due” when code gets done)

Michael- Resize tiles (“due” by 8am tomorrow)

Upcoming Meetings:

None currently scheduled

Meeting ended: 4:10pm

Minutes: 23 Mar 2021

Group J

Present: Ryan Harding, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 3:00pm

Basic reason for meeting is to cover the job assignments for the next week, and discuss the new requirements.

Adeline covered the things we should fix before starting new features (fixing our tiles to be 100 x 100 and our window to be 1000 x 1000, fixing movement-- mostly just making tile deselection easier, and moving our counts in the UML to the diamondhead).

Discussed the merits of switching tools for the UML and decided to try and stick with Vizio.

Ben suggested the idea of making a document to track changes to the code that affect the UML, so we don’t have to go through our code and recount class relations every program version. The group agreed this was a good idea, as long as we all keep up with it every time we edit the code.

Expectations Before Next Meeting:

Ben- Fix UML (by Mon/Tues)

Michael and Ryan- Resize (flexible, ideally by Mon/Tues, but understandable if GridBag doesn’t play nice and this needs more time)

Austin- Rotation (a method that when called rotates a tile by 90 degrees) (by Mon/Tues)

Adeline- Fix Movement (by Mon/Tues)

Upcoming Meetings:

Monday or Tuesday (before Spring Break)

Meeting ended: 3:35

Minutes: 30 Mar 2021

Group J

Present: Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 1:30pm

Basic reason for meeting is to cover progress on the tasks from the previous meeting and assign new tasks for the next meeting.

Michael discussed his progress on the resizing of the game.

Ben discussed his progress on the UML.

Austin discussed his progress on the rotation.

Adeline discussed her progress on tile deselection as well as illegal move tile flashing.

We all discussed what tasks were left and their priority for the next meeting.

Expectations Before Next Meeting:

Austin- Delete extra files (.classpath and .project), Randomize rotation, Fix file path

Ben- Update UML (and try and put cardinality at diamond head), be able to track right clicks on maze tiles (with Adeline)

Adeline- Randomize tile placement, be able to track right clicks on maze tiles (with Ben)

Michael- Resize tiles/window

Ryan- Check to make sure we don’t have anonymous classes

Upcoming Meetings:

Tuesday 3/6 (will schedule time in Discord)

Meeting ended: 2:10

Minutes: 6 Apr 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 3:00pm

Basic reason for meeting is to cover progress on previous assignments and delegate new tasks.

Michael explained his resizing and it was finished.

Austin explained his rotation and it was finished.

Ben got clarification on the UML and provided the update that it is possible in Visio to move our cardinality out of the center of the lines.

Ryan agreed to look at the anonymous classes today and let us know what he finds.

Adeline discussed her implementation of random tile placement and tracking right clicks on tiles.

We delegated the remaining tasks for Program 4.

Expectations Before Next Meeting:

Austin- Fix rotation so that no more than 4 tiles will initially be displayed with a rotation of 0 degrees; Update Planning Doc, update UML shared doc

Adeline- Give users the ability to right click to rotate; Put past versions of documents in docs directory

Michael- Implement Reset Button functionality; Update the User’s Manual; Rename our documents similarly

Ben- Update UML

Ryan- Check for anonymous classes

Upcoming Meetings:

Currently unscheduled, but will have at least one more to check that we are ready to turn in (most likely Monday 4/12)

Meeting ended: 3:20pm

Minutes: 13 Apr 2021

Group J

Present: Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 3:00pm

Basic reason for meeting is to get progress updates and discuss the few remaining tasks we need before we submit

Michael gave an update that he has fixed our Reset button, updated the user’s manual, and fixed our file names.

Adeline said that she has right-click-to-rotate working.

Ben agreed to update UML.

Austin reported on his tasks.

Expectations Before Next Meeting:

Michael- test code on lab machine

Ben- finish UML

Adeline- update header comments

Austin- play with our game and try to see if we’re missing anything/any functionality isn’t ideal

Upcoming Meetings:

Tentatively something Thursday (4/15). All tasks above need to be completed by our next meeting, so we are ready to turn in.

Meeting ended: 3:15pm

Minutes: 15 Apr 2021

Group J

Present: Adeline Reichert, Austin Stephen, Ben Wilkin. Ryan Harding and Michael Pate both had work.

Started: 1:00pm

Basic reason for the meeting is to discuss our remaining elements before submission.

Quick discussion of remaining elements occurred. It was determined we just have the UML left and that it would be beneficial to add a couple elements into our planning doc based on yesterday’s class.

Ben agreed to finish the UML by tomorrow morning.

We discussed features that would be nice for our game to eventually have, if we were the ones coming up with features for it. Austin will add these into our planning document.

Expectations Before Deadline (Friday, 4/16 at 11:59pm):

Ben finish the UML

Austin update and add planning doc to git repo

Upcoming Meetings:

None currently scheduled

Meeting ended: 1:15pm

Minutes: 20 Apr 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 1:00pm

Basic reason for the meeting is to discuss the requirements for the next 2 weeks and assign jobs.

We all discussed the requirements and what we felt best equipped to address.

We had a long discussion about how, for Program 6, we may potentially only have a week to work on it, and we would probably have to implement the functionality of letting the user know when they’ve won. After some debate, we agreed that it should be possible to check our current placement of tiles and coordinate list of the lines against the original data loaded in MZEReader.java in order to accomplish this functionality. The conclusion we reached was that due to our current code setup, it shouldn’t be too huge of a headache to implement this functionality.

We decided that we need to add a field in the Tile class to store the number of times a tile has been rotated, in order to be able to retain that information for the Save option.

Expectations Before Next Meeting:

Adeline- dealing with the new file format, add timesRotated field to the Tile class

Michael- error popups and load/save button menu

Austin- implementing the load and save functionality, Planning Doc (eventually)

Ben- helping Austin with load and save functionality, UML (eventually)

Ryan- updating Reset and Quit buttons, helping Michael and Adeline as needed

Upcoming Meetings:

Friday at 11:00 pending Mike can meet at that time.

Meeting ended: 2:00

Minutes: 23 Apr 2021

Group J

Present: Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 11:00am

Basic reason for the meeting is to check in on goals and sort out some parts that are dependent on each other.

Austin provided an update on his progress working on writing files (the save button functionality).

Adeline provided an update on her progress working on reading files (the load button functionality).

We discussed whether we needed to provide an ability to read 3 different types of binary data file setups. Adeline thought that we did (one for played games, “original” games, and one specifically for default.mze). Austin pointed out that there is a new default.mze file on WyoCourses, so pending that matches the file setup for original files, we will only need the ability to read 2 different types of files.

We discussed what value we should have the rotation/orientation of empty tiles and “original” files be. We decided to just make this value 0 for simplicity’s sake and since this value should be ignored and never used.

We discussed that we now have new exceptions that we need to handle for writing files and some that we need to handle better for reading files. Austin already has exception handling built-in for writing files, we will just eventually need to provide pop ups instead of printing to the console. We will worry about this in our next meeting. Adeline doesn’t yet have file reading exception handling beyond what we implemented for Program 3. This was also decided to be pushed to be assigned during our next meeting.

Expectations Before Next Meeting:

Continue to work on goals from last time now that we have more clarity on how they work and what problems will come up.

Michael: Pop-ups for new errors introduced in file handling.

Upcoming Meetings:

Early next week

Meeting ended: 11:30

Ben and Austin met on 4/26/21 for 20 minutes to split up work on the save function.

Minutes: 27 Apr 2021

Group J

Present: Ryan Harding, Michael Pate, Adeline Reichert, Austin Stephen, Ben Wilkin

Started: 1:00pm

Basic reason for the meeting is to give progress updates, clarify the now-finished parts of our implementations, and plan for the remaining tasks.

We went over our program 4 feedback. Adeline will remove our extra UML files and Ben will move the cardinality to the diamondhead part of the lines in the UML.

Adeline gave an update for her loadFile method/capability. It is missing figuring out how to deal with all the possible file paths and is missing exception handling.

Ben and Austin gave an update about their meeting. Ben gave a quick update on file path problems and his job dealing with game window.

Austin gave an update that he was able to incorporate his changes into our most updated branch.

Austin covered the confusions he had with writing to a file. These included a mismatch in hex reading/writing, getting tile location, and a few other small clarifications.

Mike gave a quick update on popup windows.

Expectations Before Next Meeting:

Michael- finish user interface and error popups

Austin- finish save file capability

Ben- implement the ability to find files for the required formats (integrated into load file); UML; continue to help Austin

Ryan- help Michael as needed

Adeline- implement a Boolean value to know when any changes have been made (needed to provide warnings to users asking if they’d like to save their changes); User’s Manual

Upcoming Meetings:

Thursday (4/29)

Meeting ended: 2:00

Minutes: 29 Apr 2021

Group J

Present: Adeline Reichert, Austin Stephen, and Ben Wilkin. Ryan Harding and Michael Pate had work.

Started: 1:00pm

Basic reason for the meeting is to discuss issues found with write file implementation.

Austin gave an update on where he was at with being able to write/save files. He went through and compared with Adeline (who implemented how we were now reading files) how we were generating/reading the first 4 bytes of our files (“cafedeed”). After a long discussion, we solved the main problem that when reading and writing files, we need to store each “ca”, “fe”, etc. as a byte array of length 1 rather than of length 4 (like ints/floats).

Adeline and Austin also compared how the order of the tiles was stored and made sure they matched that in both reading and writing.

Ben gave an update on his progress. Adeline agreed to get him the changes to the code as soon as possible after our code is finished, so he would know what areas of the UML to update.

We discussed remaining tasks and any bug fixes we still knew of (most notably that we still have some file path issues and need to relabel our button to “File”). Additionally, we talked about how we still don’t match the case in the instruction document that when the first 4 bytes of a file are incorrect, that a blank maze needs to load.

Expectations Before Next Meeting/Deadline (Friday, 4/30 at 11:59pm):

Michael- finish bug fixes we talked about

Austin- finish save file capability; Planning Document

Ben- UML

Ryan- help Michael as needed

Adeline- work on being able to present a window with no maze loaded; User’s Manual

Upcoming Meetings:

Maybe a meeting tonight with Austin, Michael, and Adeline to discuss final testing and fully integrating write functionality. Will see if this needs to happen.

Meeting ended: 2:00

Minutes: 30 Apr 2021

Group J

Present: Adeline Reichert, Austin Stephen, and Michael Pate.

Started: 7:00pm

We met to address problems we were having with our sections and ensure all of the behavior matched the instructions. We also merged all 3 of the versions we were working on as they dealt with similar spaces in the main body of the code and needed coordination.

Expectations Before Deadline (Friday, 4/30 at 11:59pm):

Pull together some design documents and submit.

Upcoming Meetings:

None scheduled.

Meeting ended: 12:30am