

## Team Meeting Minutes

Discord & Zoom Meeting 7/18/2022 – 16 minutes

Updated SOW 7/18/2022

Discord & Zoom Meeting 7/19/2022 – 43 minutes

Personal Meeting Face to Face 7/25/2022 – 1hr 30min

7/27/2022 – Dr. Cline resources to use for our game

8/1/2022 – Discord Meeting 20mins Went over intro unity materials

8/4/22 – 20 minute call with c# practice tutorials listed

8/20/22 – Review for Exit Exam

8/25/2022 – SOW review and corrections & Zoom call

8/26 – 8/28 Revisions and corrections to SOW Discord Call 10 mins

9/13/2022 – SOW / Game overview 30mins

9/19/22 – Screen size and Coding call through Zoom for presentation recordings

9/20/22 – Review of presentation

9/25/22 – Change revisions review of code pathfinding

9/29/22 – Cancelled meeting due to no new updates

10/7/22 – Changed code

10/10/22 – Screen resolution corrections

10/11/22 – Pathing corrections & Zoom call

10/13/22 – collision checks

10/16/22 – Visual studio corrections and walkthrough

10/17/22 – discussion over meeting with Dr. Cline Thursday and prepare for  
Presentation Tuesday 18<sup>th</sup>

10/18/22 – Presentation 2

10/19/22 – ATP tracking, receptors, mitogen tracking, snapping, pathfinding

10/20/22 – meeting with dr. cline and discord discussion

10/21/22 – G protein receptor and mitogen pathfinding with game objects

10/22-22 – Collision & Window fitting / Installer setup

### Team Meeting Minutes

10/25/22 – Collision for cAMP, continue working on the snap for the objects snap locations

10/28/22 – 30 minute Discord call go over visual glitches with snaps and bugs for level 2

11/2/22 – ATP corrections issue last of remaining bugs we could find

11/3/22 – Zoom meeting with Dr. Cline 2 hours

11/8/22 – Continued ATP bug correction and active adenylateCyclase.cs

11/11/22 – ATP bug correction