Team Client Meetings

Meeting 1 (Thurs. 10/20/2022 5:30):

Attendees: Nicholas White, Joseph Agee, Sara Cline

- Talked about the bugs that needed to be worked on In the BioRube bot as well as presented potential bug fixes and how that would affect the game.

- Presented our current position in terms of progress on the BioRube Bot

- Decided to try to move forward with programming the game.

Meeting 2 (Thurs. 11/3/2022 5:30):

Attendees: Nicholas White, Joseph Agee, Sara Cline

- Reported current progress on BioRube.

- Stated out a sort of roadmap to show what would be our order for work.

- We decided to continue with the roadmap with a clear order of priority.

Meeting 3 (Tues. 11/14/2022 6:00):

Attendees: Nicholas White, Sara Cline, Katia Maxwell

- Presented final version of BioRube.

- Demonstrated the game running from an installer download.

- Gave descriptions of all the work fixed.

- Declared the game was in a distributable state.