**Week 2:** 15 minutes (Found out that Dr. Lewis didn't give us permission to the GitHub)

**Week 3:** Jonathan and Ryan met up to get Unity installed on Jonathan's computer (Duration 2 hours)

**Week 7:** NULL reference pointer resolved, files were getting stuck in the cloud, meeting duration 4 hours. Dr. Cline meeting same week was 40 minutes to discuss game mechanics, found out game piece appearances needed to be changed, GTP was not moving at this time, was told it was glitch in a previous version and did not remember what the fix was.

**Week 8:** Backtracking after meeting with Dr. Cline to figure out the problem to GTP movement, the merge wasn't the version that had the fix, so more work went into solving the issue. Meeting time 3 hours.

**Week 9:** 2-hour meeting, resolved the GTP movement issue by adding a movement script and set conditions that it must meet, thus resolving all issues with said game piece. Tested with intro levels and the first two major levels with no issues to report.

**Week 10:** Group meeting to merge level 1 and level 2 into the new level 1 and begin work on what was now the new level 2, duration of meeting was 4 hours. Another meeting with Dr. Cline to go over the Win Document and get advice on each requirement to beat the newly formed level 2 and get advice on how we should code the behavior of the new pieces as well as their appearances. Duration of meeting was 50 minutes.

**Week 12:** Saturday weekend meeting was 3 and a half hours to create a requirements document that would serve as basically a flowchart for our programming adventures into level 2. Encounter an issue of pieces not spawning in front of the scene, which was corrected.

The Sunday meeting lasted 4 hours and 15 minutes, the work here was for the new receptor piece and was able to get it to behave as intended, however the signaling protein was not lining up as intended and needed to be addressed but could not get it done on this day.

**Week 13:** Duration of meeting was 7 hours which involved us getting the signaling protein behaving with the receptor properly by giving it a certain hitbox (docking station?) to go to. The first two steps of level 2 were completed at the end of this meeting. Ryan would then go off on his own and get the next two steps completed.

**Week 14:** The Friday meeting lasted 5 hours, Jonathan and Ryan worked together to get step 6 of the game working correctly. This would involve getting the cAMPS working with the kinase working properly and having them split which would be another mechanic the final step would involve. We also go the alpha from the alpha beta gamma piece to split away and move on its own with its GDP attached.

The Saturday meeting, which lasted another 5 hours, Ryan, Zach, and Jonathan all worked together on step 5 to transform pieces once a collision was made, eliminating some of the coding. This would lead to an issue to step 6 with these new changes and that would need to be resolved.

The Sunday meeting of the weekend, duration 6 hours, Jonathan, Ryan, and Zach made a docking station for the cAMPS to merge with the kinase and added a couple of circle collision boxes. The last step of the game, we ended up going back to the original kinase from level 1 and use most of its code to perform the behavior for the transcription regulator to pass through and enter the nucleus, thus winning the game. There will be a little cleanup in the code and adding comments, but the game is complete and working as intended.

**Week 15:** Group meeting to put together the final presentation of the semester as well as clean up all code and small glitches. Statement of Work, Verification of Delivery, Win, and Minutes Met documents were all gone through and made sure everything was finalized. Repository is now primed to be pushed to the master repository. Cleaning inside of the documents took place and Fall 2021 has its own folder to have its contents easily accessible for continued development in the future. Duration of meeting was 3 hours.