Friday, May 3rd, 3pm - 3:30pm, Eaton lab

Attendees: Earving, Eric, Lauren, Travis

Summary: Discussed what was left to do for the project. Discussed existing bugs in the program. Brainstormed ideas for presentation PowerPoint. Agreed on who would be doing what and when things were due.

Friday, April 26th, 3pm - 3:30pm, Eaton lab

Attendees: Earving, Eric, Lauren, Travis

Summary: Wrapping up our coding final mini-sprint for the code freeze, double-checking that everyone is clear of their goals listed on the Gantt chart and if there’s any last minute changes to be done.

Lauren and Earving will both tackle the design/CSS as they have the most experience in it, decided to nix changing the uno calling to a timed function as trying to keep track of timing did not seem worth the effort at the time.

Friday, April 19th, 3pm - 3:30pm, Eaton lab

Attendees: Earving, Eric, Lauren, Travis

Summary: Middle-ish sprint, by now we had MVP tasks done and began working on enhancements. Earving and Lauren began looking in to CSS elements for the cards, Travis and Eric worked on final coding elements to polish up gameplay.