09/22/16 Group Meeting

* Present:
  + David
  + Charlie
* Discussed Progress
  + Issues:
    - Unreal Engine 4
      * Steep learning curve
      * Very different from previous experience
  + Solution:
    - Give up “control” over code, use Blueprints
* Discussed Moving Forward
  + Charlie:
    - Rendering ship
    - Basic movement
  + David:
    - Understanding UE4