1. Monday 10/23 11:40 In class room
   a. Discussed Ideas for project 3 and 4
   b. Decided upon making a game
2. Tuesday 10/24 1:00 in Lab
   a. Discussed game ideas
   b. Started talking about game engines
   c. Started talking about high level features
      i. 2d vs. 3d
      ii. Networking
      iii. Top down vs. platformer
3. Wednesday 10/25 9:30 in LEEP, continued at 11:40 in class room
   a. Talked more about high level features
      i. Decided on: 2d, platformer, multiplayer capability using networking
      ii. Game Engine: LOVE, using Lua
   b. Discussed Ports (UDP and TCP) and how they work
      i. Assigned this task to Lane
      ii. Dustin will help with this
   c. Decided we wanted a map
      i. Assigned this to Damian
      ii. Kari will help with this
4. Friday 10/27 9:40 in class room, continued at 1:00 in LEEP
   a. Started talking about medium level things
      i. Maps (terrain, obstacles, generation, etc.)
      ii. How we wanted movement to work (asdw)
      iii. Goal of the level (kill the monster(s))
      iv. How to lose (run out of health)
   b. We discussed multiplayer mode some more
      i. How it would work
      ii. Ports again
      iii. How ports work
         1. UDP vs. TCP
      iv. How servers will help
      v. How servers work
   c. Kari will work on documentation
5. Monday 10/30 9:35 in class room
   a. Discussed what we had gotten done so far
      i. Damian
         1. different terrain tiles created
         2. the movement programmed
         3. Plans on programming in obstacles so the player can't move forever
      ii. Lane
         1. Lots of networking

        2. Some movement

        3. Will continue doing networking

    iii. Kari

        1. Will start on documentation

        2. Will meet with Damian on Wednesday after the Data Science talk to help program game

6. Wednesday 11/1 at 10:00 in LEEP
   a. Checked over documentation so far
7. Sunday 11/5 at 9:00 at Kari's house
   a. Worked on documentation
   b. Fixed networking issues
   c. Edited maps