

No	Date	Minutes	Total	Category	SubCat	Topic
1	2/16/18	2	2	Meetings	Attendance	Attendance
3	2/16/18	3	5	Map	Map	Plan for Construction
4	2/16/18	3	8	Game	Brainstorm	Layers
5	2/16/18	3	11	Game	Brainstorm	UI
6	2/16/18	5	16	Goals	Plan	End of Week
7	2/16/18	5	21	Game	Review	Review Drew's Tinkering
8	2/16/18	5	26	Meetings	Future	What should occur?
9	2/16/18	3	29	Issues	Organizing	Trello
10	2/16/18	5	34	Issues	Create	Map
11	2/16/18	2	36	Issues	Create	Map
12	2/16/18	2	38	Issues	Create	UI
13	2/16/18	5	43	GitHub	Setup	Getting Everyone Settled
14	2/16/18		43	Game	Review	Sprite Tile Defects
15	2/16/18	5	48	Game	Brainstorm	Class System
16	2/16/18	3	51	Game	Brainstorm	Stats
17	2/16/18	5	56	Files	Assets	Pixels Per Unit

18

2/16/18

10

66 Projects

Plan

Prototype

Details

Drew, Dan, Christian, Arody

Layer setup

Floors:0 Walls:1 Doors:2 Décor:3

Player Health - Hitpoints

Make Issues:

1. Make initial map
2. Add basic decor
3. Setup UI Start Menu

Attached laptop to TV

Walked through two small games built following tutorials

1. Review previous work
2. Review workloads and ability to meet to deadlines
3. Explore idea and feasibility to produce
4. Create and issue next week's issues

Should this be used as a messier way to track our issues?

Will add link to Github and attempt to use at times

Make base tilemap

Add décor to map

Create start menu

Cloning

Issue or no?

Single class vs options to make multiple

Possible: Warrior, Mage, Paladin, Rogue

Health - definite

Attack - possible add

Speed - possible add

All need to be resized from 100 to 16 and posted back to Github

Logo -

Voice Over - Dan

Script - Dan

Style: sales promo style

Music - unknown

Maps - Dan

UI - Drew

Video - Drew