**Session: 4**

Date: 1 / 28 / 22

What Happen:

* Meeting with teacher advisor to talk about project
* Progress with Godot
* Talking to parallelize the work
* Talking about creating the UI for character stat creation
  + Look at the Menu creation tutorial video
* Talking about the concept of the game
* What the neural network is based off of
  + Davidrandallmiller
* Venky role for us, mentor
  + Teaching us on opening up a topic
  + Think of writing an email
  + Quick 2-minute intro
  + Finding a way to explain the game to non-gamers
  + Have different version of the same topic speech
    - A speech for a friend is different for a speech for a grandmother
  + Showing one process and how does it evolve
  + He has been in IT industry for 15 years
    - Has multiple teams
  + Sudo CEO, Venky is the one with money we are the startup team
    - He is with us to make sure we stick to deadlines
    - If we have issues to
* 10-15 minutes presentations
  + 5-minute demo and rest are discussion
* Come up with a project plan, come up with 2 phases
* Dr J just wants to make sure we are working together, communicating with each other
* Venky goal is to make sure we are ready for the real word
* Describe the same 4 phase roadmap, focus on the 1st part, divide it up into specific tasks
  + What items to achieve?
  + Who completes those tasks?
  + How much time does it need to complete the task?
  + Talk about the phases and what they entail
    - How to split up the work
  + Create a GDD
* If you have questions, emailing
  + Subject line: Group project name, and/or group member name.
  + Make sure to CC

Next session:

* Friday Meeting 1:30pm
* Have GDD sent by Thursday