9/24
- First meeting with Schlomo
- Discussed the purpose of the project, what we are intended to do and explained the basics of what we are dealing with, like kubernetes.

10/1
- Second meeting with Schlomo
- Downloaded docker and attempted to build the conjur system itself
- Ran into a few issues and warnings that we have to figure out

10/8
- Third meeting with Schlomo
- Attempted to build the Conjur system again
- Still ran into some issues but found a fix

10/15
- While Ghea was able to build the machine, I was not so I had to figure that out
- Tried to debug some more stuff

Some issues we ran into was building the machine itself. Since Conjur was mainly built and ran using macs, Ghea and I were struggling to run it on windows. The initial issue was some of the endings were not correct to run on windows/wsl, but we figured that out. A future issue that I encountered after we fixed the ending problems, was when re I tried to run it would timeout after 90 seconds. To fix this I increased the timer.