Date: 2/09/19

Location: Spahr Library Study Space

Members: Ryan, Marcus, Myra, Megana

Minesweep (exe)-> Game->UI->GameBoard->Tiles

^^^ considering combining the UI and Game into one class

Tiles coding will be dependent on UI

Plan on meeting again tomorrow (2/10/19) right after Hackathon to get UI coding done and some Tiles coding done