**Log of all Meetings**

Date: 04/12/2019

Location: 448 Classroom

Members: All were present

Briefings/Notes:

What to add

How to split up project

What is everyone’s schedule:

Requirements

Functionality:

Ryan – Art and Music

Marcus – Boss Behavior

Myra - Test Suite

Megana – Documentation

Taylor – First game functionality fixes

Enemy behavior changes

Date: 04/15/2019

Location: 448 Classroom

Members: All members present

Briefings/Notes:

Code together.. nothing new

Date: 04/17/2019

Location: Spahr 1326

Members: Everyone Present

Briefings/Notes:

Updates on what we’ve been working on

Taylor – add home screen page

Myra – high score board

Date: 04/20/2019

Location: McClain’s MarketPlace

Members: Ryan, Taylor, Myra, Megana

Code together

Updates on how far we are

Ryan will work on scrolling background

Megana updates on Boss

Date: 04/22/2019

Location: 448 Classroom

Members: All members present

Briefings/Notes:

Code together.. nothing new

Date: 04/24/2019

Location: 448 Classroom

Members: All members present

Briefings/Notes:

Code together.. nothing new

Date: 04/25/2019

Location: Spahr Classroom

Members: All members present

Briefings/Notes:

Code together

Update on boss by Ryan, Taylor, and Marcus

Date: 04/30/2019

Location: Alchemy Coffee, Taylor’s house

Members: Taylor, Ryan

Briefings/Notes:

Lots of last minute updates including:

Level manager

Boss shooting behavior

Sound effects