

## **Meeting Notes**

Team Meeting 9.02

**WHEN:** Monday September 02 @ 17:00

**PURPOSE:** First Meeting

**ATTENDANCE:** (every team member) Pierce Lane, Chase Horner, Holden Vail, Michael Stang, and Katharine (Katie) Swann

### **NOTES:**

During the first meeting we began by designating our roles as seen below, choosing a language and platform which we ended up with Python using snake case and Linux. We also as a team went through the google sheet to decide upon a time to meet with our GTA that was assigned. Our meeting time will be Wednesday at 12:30-12:45. Pierce created and shared the Github. Based on our project design we split up into two main groups one for user interface consisting of Pierce, Holden and Katharine and another group for Battleship consisting of Chase and Michael.

### **PROJECT DESIGN**

1. UI
  - a. ui.py
  - b. lib
  - c. resources
2. Gamestate.py
  - a. files related to running the game
3. Documents
  - a. hour-person google sheet
  - b. Meeting notes
  - c. Documentation (separate from comments)
4. main.py

### **ROLES:**

Project Lead \_ Pierce Lane

Programmers \_ Holden Vail, Michael Stang, Chase Horner

Programmer 4/Organizer \_ Katharine Swann

**FUTURE:**

We will be meeting as a team without our GTA in two days on September 4th and plan to have the entirety of Project 1 ready to turn in after our GTA meeting on September 11th. If there are things that need to be updated we will then have a few days to add and improve prior to the hard deadline.