

Date	Members Present	Discussed	Goals
4/19	Rachel Milio	Created the Gitlab repository, established initial roles and basic project idea (Pac-Man)	Fill out user stories, complete team details assignment
	Aiden Brewer		
	Nick Zhang		
4/21	Rachel Milio	Completed the Team Details Assignment, met with Professor Dancy	
	Aiden Brewer		
	Jane Yan		
	Emily Eggers		
4/23	Rachel Milio	Research APIs, create mock-ups	
	Aiden Brewer		
	Jane Yan		
	Nick Zhang		
	Emily Eggers		
4/26		Jane presented her API research, we established our goals for the next sprint. By the end of the sprint, our game should have menus and maps and Bucky should be moveable	
4/28	ALL	We continued to work on Sprint 2	
5/3		Need to finish some tasks for Sprint 2 before we can start Spring 3, tasks for Sprint 3 are lined up	
5/5		Aiden and Nick are having issues with JavaFX, Emily is closing out work on the Bucky Sprite for now	
5/7		Continue working on levels, need to merge Emily's work with the Bucky Sprite with the level select menu	
5/11		Nick showed his work on the maps, the controls, etc. Decided on Sprint 4 goals	
5/13		Nick: Level maps	
		Jane: In game menu	

		Aiden: Javadocs and Use case	
		Rachel: Background music	
5/17		Dividing up work, some people finish code and others work on the parts to turn in (User Manual, etc)	
5/18		Aiden: .txt file for levels	
		Rachel and Nick: ghost autopilot	
		Emily: Justice and Ethics	
5/19		Aiden: .txt file for Malesardi	
		Jane: working on ghosts	
		Emily: Finishing Ethics doc	
		Rachel: Design Manual	
		Nick: winning the game, dying mechanism	