**Meeting time/place:** 3/29/18, Engineering  
**Facilitator:** Jake Farrar  
**Minute Taker:** Justin Shaner

**Meeting Summary**

This meeting was to catch up on the D.5 deliverable due tomorrow. We’re pretty close to finishing it, we consider it an OK minimum viable product; it has the character sheet and dice roller already set up. We’re going to try to implement the game chat before the deliverable is due. The GUI isn’t good, but it doesn’t have to be for this deliverable. We’ll fix that up for the next release; Remy will do most of it, because their focus is on UI and UX.

We also split up the work on the written portion:

* Jake will do sections one and five
* Remy will do section two
* Justin will do sections three and six
* Jacob will do section four and seven
* Joe will do section eight

Our big issue right now is GitHub. Between regular GitHub issues with not being very user-friendly and our group members being inexperienced with it, we’re having real issues with using it smoothly. We also had a lot of trouble uploading the Android Studio project into GitHub, we wound up having to download and use GitHub desktop. Hopefully we get these issues worked out soon.

**Items Discussed**

* The D.5 deliverable
* GitHub