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| Week 1 | 11/02/2019 | Notes |
| What was achieved this week. | 1. GitHub was set up 2. Trello board setup 3. Roles had been Assigned 4. Peer Mentoring disgust and allocated | 1. As the group had more members who had used GitHub we decided to use GitHub for our repository. 2. Trello board set up and all members added 3. *Dave – Team Leader, Designer and programmer*   *Andres – Programmer and researcher*  *Shalini –Programmer and tester*  *Wyan – Technical documentation and programmer*  *Max – GitHub master and programmer*  *Lydia – Management side of documentation and co-ordinator*  4)Shalini and Andres, Dave and Max, Lydia and Wyan. |
| What we want to achieve next week. | 1. README must be achieved by Thursday 21/02 2. Every member tries to become more familiar with Unity. 3. Research games Ideas they have suggested. 4. Have final idea on game design by Thursday 21/02 5. Group name decided | 1. Git hub read me must have brief outline on the project and each member role. 2. Having every member understand Unity means game suggestions are more likely to fit what is achievable on unity. 3. Each member has own research project (see Tasks for individuals). 4. To be discussed and decided next week 5. --- |
| Tasks for each individual. | * Max -2d Platforming * Dave- whack a mole * Shalini – Educational * Wvay – platforming * Andres - Battleships * Lydia – break down minutes for trello board, come up with format for management documentation - weekly documentation of progress. |  |