***Meeting Logs:***

**1st meeting :**

Date: Fri. 10/25/19

Location: Eaton 2

Members: FeiShian Tzeng, Qingyang Dong, Ziwen Wang, Jialei Zhou

Topics:

* Decide to use PyGame as the library
* Make FlappyBird as the game model
* Make sure all the team members are able to access PyGame library on their own devices
* Prototype
  + Simply put a movable dot (shark) on the screen due to the time limitation, a week

**2nd meeting :**

Date: Mon. 10/28/19

Location: Eaton 2

Members: FeiShian Tzeng, Qingyang Dong, Ziwen Wang, Jialei Zhou

Topics:

* Look for the images for the shark, the garbage, and the food.
* Measure the center-to-center of the shark image.
* Prototype
  + Use the red circle for the garbage and triangle for the food due to the time limitation, a week.

**3rd meeting :**

Date: Wed. 10/30/19

Location: Eaton 2

Members: FeiShian Tzeng, Qingyang Dong, Ziwen Wang, Jialei Zhou

Topics:

* Discuss the extensibility of the code for project 4.
* Discuss the follow-up after having the food.
* Discuss how the garbage moves in the game.
* Work distribution for project 4.

**4th meeting :**

Date: Fri. 11/01/19

Location: Eaton 2

Members: FeiShian Tzeng, Qingyang Dong, Ziwen Wang, Jialei Zhou

Topics:

* Fix the bugs
* General discussion of the project 4