

## **Meeting Log (Project 4)**

- October 29th: Eaton 2
  - Brad, Matt, Tsung Yu, Bennett
  - Discuss the game map, and characters
  
- November 7th: Eaton 2
  - Brad, Matt, Tsung Yu, Bennett
  - Division of game development tasks discussed.
  
- November 9th: Eaton 2
  - Brad, Matt, Tsung Yu, Bennett
  - Game progress discussed.
  
- November 14th: Eaton 2
  - Brad, Matt, Tsung Yu, Bennett
  - Team collaboration of errors and problems encountered discussed/resolved.
  
- November 16th: Eaton 2
  - Brad, Matt, Tsung Yu, Bennett
  - Self demo of work to group members, general planning.
  
- November 19th: Eaton 2
  - Brad, Matt, Tsung Yu, Bennett
  - Plan Thanksgiving Break objectives/goals
  
- November 19th: Hangouts, Online
  - Brad, Matt, Tsung Yu, Bennett
  - Work on game objects, user interface, and tiles occurred.
  
- November 24th: Hangouts, Online
  - Brad, Matt, Tsung Yu, Bennett
  - Combining game elements and implementing game scripts. Creating game levels, menu, and theme music.