Everyone roughly on time.

Began by discussing Michael’s comments on Milestone 1. Agreement on using JavaScript as recommended in his comments.

Decided to use Asana as our project management tool because Melissa has experience with it already.

Conducted our first scrum. Was fairly uneventful as our group generally feels that we don’t have the specific timeline or tasks that we need to focus and create a proper plan. Even a general deadline would prove useful.

Discussed structure of project for the demo and split up tasks among the group. Jacob and Tucker will work on JavaScript for the first two sections of the game, while Liam and Melissa will work on the HTML/CSS. Tucker will be looking into displaying through JavaScript while Melissa will learn NodeJS.

End Notes:

* Many of the difficulties our team faces stem from a lack of experience in project design and creation, as well as a lack of deadlines given by the class. For example, Milestone 3 includes a demo. However, since we don’t know when Milestone three will occur, it is difficult to create a proper plan to hit that milestone and continue with our development cycle properly. It is also difficult to plan with a lack of experience because we are unsure how much we can include and properly accomplish for the project.