Date: February 20, 2025

First Project Meeting and Idea Discussion

What did we do today?
Today, we had our first project meeting. We spent time chatting and getting to know each other's strengths, which was important for task distribution.

Meeting Summary:
● Everyone shared different project ideas.
● We discussed the examples provided in class and analyzed them together.
● By the end of the meeting, we reached a common decision on how our project would be structured.
● Each team member was assigned the task of conducting general research on the project.

Future Plans:
● We scheduled our next meeting for **Tuesday, February 25, at 10:00.**
● In this meeting, we will share the results of our research and distribute specific tasks accordingly.

Date: February 25, 2025

Project Meeting and Task Distribution

What did we do Today?
Today, we held a meeting with our project team on Discord. The main purpose of the meeting was to share the research we had done, clarify task distribution, and discuss how to best prepare for the first milestone.

Meeting Summary:
● Everyone presented their research on the project, and we evaluated the gathered information.
● We assigned specific tasks to each team member.
● We created a plan outlining the steps needed to complete the first milestone.

Challenges We Faced:
● A change needed to be made regarding the game characters. Everyone had different ideas, but by the end of the meeting, we reached a common agreement on how the characters should be designed.

Future Plans:
● Everyone will focus on completing their tasks until the next meeting.
● Our next meeting is scheduled for **Thursday, February 27 at 12:00**. In the meeting, we will share our progress with each other.

Date: February 27, 2025

Project Meeting and preparation for the presentation

What did we do today?
Today, we discussed our Game name and decided to name our game: **Think Outside the room**.
We talked about our completed game concept and worked on our presentation for the next week.

Meeting summary:
- We decided our game name: **Think Outside The Room**
- We assign who is responsible for what in the presentation.

Future Plans:
Everyone will work on the presentation

Date: March 7, 2025

Project Meeting and preparation for the presentation

What did we do today?
Today, we held a meeting to discuss Milestone 2 and distribute tasks among the project team for it.

Meeting summary:
- We talked about Milestone 2 and how to prepare for it more effectively.
- Task distribution was finalized for the team, ensuring everyone has a clear role.
- We discussed strategies to improve our workflow and meet the milestone requirements efficiently

 Future Plans:
- Team members will begin working on their assigned tasks.
- .A follow-up meeting will be scheduled to discuss the challenges if necessary.

Date: March 17, 2025

Chat Feature Testing and Command Standardization

What did we do today?
Today, we tested new functionalities for our game and improved our project by working collaboratively, ensuring smooth integration and quality time.

Meeting summary:
- Aisha coded the **chat feature**, and we tested it together to ensure smooth functionality.

- Illia created a standard for sending commands to the server, defining how the server processes and handles these commands. He explained the implementation with examples.
- Using this new standard, we successfully integrated the **nickname changing** feature, allowing players to change their nicknames through the server.

Future Plans:
- Continue refining the chat system and ensure commands are properly handled by the server.
- Plan another session to test and validate more **server-side** functionalities.

Date: March 20, 2025

Project Meeting and preparation for the presentation

What did we do today?
We merged the **login/logout branches** and improved the login functionality in our game.

Meeting summary:
- The **login system** was implemented to create a player and enable keybinds without assigning a random player.
- The following **server commands** have been tested and are now functional:
  create -> Creates player
  login -> Assigns an ID to the created player object
  logout -> Deletes the player from the session.
  exit -> Terminates the client.

Future Plans:
- Plan another session to review and test additional command functionalities.