* Spiral Lifecycle process
* SCRUM method
  + May move into extreme method later
* Witch game (Ask in client meeting)
* Libgdx - Game Framework - Download
* Client meeting week starting 14th (No)
* Github setting up week starting 14th - everyone needs to make accounts
* Download Intellij IDE - See how it works
* Download Adoptium
* Divvy up marks on wednesday 16th

November 16th - Set up github and downloaded intelj

Discussed future plans and some rules around github organisation

[Sam Toner](mailto:sjrt501@york.ac.uk) Online

[Felix Seanor](mailto:es1917@york.ac.uk) [Jack Vickers](mailto:jv688@york.ac.uk) [Jack Hinton](mailto:jth536@york.ac.uk) [Hubert Solecki](mailto:hs1944@york.ac.uk) In person

[Azzam Amirul Bahri](mailto:atab500@york.ac.uk) not present

November 17th -

Discuss GitHubPages and decide on who is going to be in charge of the website

Decided for everyone to watch the requirements lectures before a meeting on the 23rd November to plan for our client meeting and discuss the questions we will ask

Discuss a plan for the coming weeks to ensure we are on schedule

* requirements
* Risks
* Methods

Discuss and finalise team structure

Present [Sam Toner](mailto:sjrt501@york.ac.uk) [Felix Seanor](mailto:es1917@york.ac.uk) [Jack Vickers](mailto:jv688@york.ac.uk) [Jack Hinton](mailto:jth536@york.ac.uk) [Hubert Solecki](mailto:hs1944@york.ac.uk) [Azzam Amirul Bahri](mailto:atab500@york.ac.uk)