Term Project
Weekly Report 2: 3/18/17

GitHub Repository:

https://github.com/SFSU-CSC-667/term-project-spring-2017-ivm

Team Members:
Alex Aichinger
Maroun Abi Ramia
Vivian Lee
Ivan Yu

1. Upcoming Week's Schedule: March 18 - 25
Thursday, 3/23/17 from 10:00 AM - 2:00 PM at SFSU Library
- ❏ Connect DB to all Models
- ❏ Set-up File System
- ❏ Work on Game Engine

2. Contributions
- Alex Aichinger: 25%
- Maroun Abi Ramia: 25%
- Vivian Lee: 25%
- Ivan Yu: 25%

3. Completed Tasks
    This week, we were able to accomplish having our weekly SCRUM meeting and complete Tank City's Entity Diagrams using draw.io, which allowed each member to be able to contribute towards drawing the diagram. In doing so, we discussed the purpose of each entity and how to use queries to manipulate the displayed data. We used a whiteboard to draw up our diagrams and queries initially in order to work together. Code wise, a Node.js and Express.js web application was also set up on our GitHub, with basic web pages using Jade.

4. Schedule for Previous Week: March 11 - 18
Thursday, 3/16/17 from 10:00 AM - 2:00 PM at SFSU Library
- ✓ Weekly SCRUM meeting
- ✓ Create DB entity designs
- ✓ Work out technical details
- ✓ Set up environment