This week everyone was able to meet.

We finalized the general idea for our game after assigning initial project roles. As of now, Aiden will be the documentalist and graphic designer, Spencer will be the lead programmer, Cooper will be the project manager, and Ashim will be the lead tester. We also created an initial timeline for the project.

Next on our agenda is to begin assembling graphics we will use later on. We all will also spend some time learning Pygame enough so that we are proficient enough to successfully build our game. We also have to create an initial plan for how long each portion of the project will take in addition to writing the design document for the game.

Our plan going forward is to continue meeting each week if possible to discuss more ideas for the game or any unsolved issues we have encountered since our last meeting. We will also continue chatting online as needed between in-person meetings.

The team is still getting along fine, and everyone is very excited about the idea we have for our game. The project is moving along smoothly and we are confident that it will end up great.