Team Sleep (寝る)

**2/1**

Facilitated by: Gwen Morris

Minutes by: Samantha Earl

* Determined the team name – “Team Sleep (寝る)”
* Meeting every Thursday at 5:20 in EGR.
* Order for minutes taker is: Sam, Mumbi, Kaitlyn, Gwen, Riley
* Order for Facilitator is: Gwen, Riley, Sam, Mumbi, Kaitlyn
* To stop members from taking too much control: this is a democracy. We’ll take votes on decisions being made.
* To stop members from not doing their fair share: We’ll help them by establishing deadlines. We’ll sit down and talk to the person. If the problem is not fixed, we will go to the authorities.
* We decided on creating an RPG.
* Everyone will have 2 interviews done by next weeks meeting.

**2/8**

Facilitated by: Riley McWilliams

Minutes by: Kaitlyn Grubb

* Mumbi is absent, so the minutes taker has moved to Kaitlyn.
* Gwen and Kaitlyn have finished interviews. Riley and Sam have not completed the interviews but will later today.
* Gwen created a Google drive for the team.
* Definitely making the game primarily for PC:
* Possible languages:
  + Java
  + HTML
* Creating this program in (maybe):
  + Basic HTML editor
  + Unreal Engine
  + RPG Maker VX Lite

**2/15**

Facilitated by: Mumbi

Minutes by: Samantha Earl

* Assigned roles for D.2. Inception.