Meeting Minutes 9/24/2019
Scribe: Will Loughlin
Team: Reality Bytes

<u>Minutes</u>
0-15: Downloaded node.js and got environments working on each computer.
15-30: Got local server running on each computer to make sure node.js works.
30-45: Made sure that git repository is working and everyone can push updates to the master.
45-60: Fixed bugs with git repository and became familiar with the user interface.
60-90: Worked as a team to finish writing first deliverable that is due on friday
90-120: Discussed possible game styles/methods to implement our ideas
      -How to have large map with multiple players
      -Movement styles, using mouse or not?
      -How will framerate affect our server