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| Report #: | 2 |
| Date: | February 22nd 2020 |
| Team Member Name: | Zachary Bricknell |
| Team Member Name: | Rollington Williams |
| Team Member Name: | Roshan Persaud |
| Team Member Name: | Enter the full name of the team-member. |

## Team Meetings

*Record the date, place and time of any team meetings that occurred including on-line meetings (e.g. via Skype). Include the names of the people at the meeting, a brief summary of what was discussed, and any actions or decision made.*

Via Discord went over the various requirements for getting the game up and running. Spent time delegating tasks for each individual to complete by next progress report. Went over various ideas for what to do with the game and what rules we should implement, going to keep it simple to start and than adjust it after a functioning program so that we do not get overwhelmed.

## Achievements/Completed Activities

*Summarize the work that has been completed on the project at this point. Example includes: technical research on how to implement a particular feature (include sources); class design (attach UML diagrams); interface design (attach diagrams); prototyping and coding; testing and debugging.*

Delegation of tasks to be done by next meeting.

## Planned Activities Missed or Delayed

*Note any planned work that was missed of delayed. Explain briefly how the work will be made up for.*

Setting up a basic layout for a visual representation.

## Planned Activities for the Next Period:

*List the both the detailed goals and deadlines that will be met before the next milestone report as well as general goals and deadlines extending to the final project submission.*

*Have an actual layout to be represented and a basic layout of classes and methods, while syntax is important it is not necessary to be perfect as we need to merge our work and adjust accordingly.*

## Other Information

*Include any other relevant information that should be included in the report.*

Enter “other information” notes here.