Protocol: Week 2
Written by Aditya Bharadwaj
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Discussions:

- Weekly Scrum Reports Round:
  - Each team member presented their weekly Scrum reports.

- Upcoming Presentation:

  - We must present our progress on 24.06. (It is not obligatory to have a running game by this date).
  - No fixed requirements for the presentation.

- Required Version of the Game:
  - A working version of the game is expected between 01.07-07.07.

Guidelines and Rules:

- Stick to the Rules:
  - Ensure that we all stick to all pre-defined guidelines and protocols mentioned.

- Issue Tracking:
  - Always create issues for every task and activity.

- Feature Branches:
  - Always create a new feature branch for new features and tasks.

- Changelog:
  - Maintain and update the Change Log for every change made to the codebase.

- Reporting:
  - Always report every activity, including Discord calls and other communications.

- Pair Programming:
  - practice pair programming for better collaboration and code quality.

- Unit Testing:
  - Think about unit tests.