Meeting Notes

First Meeting - February 07, 2024

* ~~Discuss Topic~~
* ~~Discuss Strengths~~
* Discuss Ideal Timeline - **Ongoing**
* Begin watching tutorial Dylan provided in Project Proposal - <https://www.youtube.com/watch?v=fyi4vfbKEeo&list=PLcjhmZ8oLT0r9dSiIK6RB_PuBWlG1KSq_&index=1>
* Setup repository on Git/Github - Ashlyn complete EOD

Additional Notes:

* Core functionality = **priority!** just in case we change our mind for the goal
* Scalability - what level can do - puzzle based
* **Look at game and see how difficult this is.**
* Julia additional idea - concept change with another game
* Julia - DevOps & Networking - IT focus
* Ashlyn - Information Mgmt - Database/SQL/Web - Creating a guide possibly..
* Dylan - Information Mgmt - Knowledge of topic and direction
* Come up with some networking situations in real life and protocols etc.. very basic first things you would learn to incorporate into game - Julia
* Use Cisco Packet tracer images for aesprite - or Julia assists with art
* Interacting with environment - brings up window
* Pull assets and map from Youtube video - Ashlyn
* **Next session: Structure with Julia (knowledge about emphasis)**

Project Proposal

Incorporate all of our emphasis into one simple project with some overlap

Documentation - will develop overtime

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