Dates & Goals

- September 25th: Meeting with sponsor

- Sunday, September 28th: Complete UI; allow users to type in messages

- October 9th: Meeting with sponsor

- October 15th: Complete functional backend; implement game logic and store conversations

- October 19th: Merge the front-end and backend so they are communicating with each other

- October 23rd: Meeting with sponsor

- October 30th: Implement an AI model into the game, MVP complete and hosted through AWS

- Beyond October 30th Improve the game through iterative updates (dates tbd)