**February 15, 2019**

Attendance: Ryan, Kelley, Aryan, Alex, Anton

Meeting: 4:30 to 5:40 PM

Created 3 git repositories

Started meeting logs

Goal--complete milestone 1

Result--ready to submit milestone 1. Plan to submit on Wednesday after the lecture.

By next meeting: come with ideas for storylines (add them in the game ideas file)

Next meeting--start building outline for the mansion and text parsing interface.

Plan to be ready to submit final 2 weeks before final deadline

**February 22, 2019**

Attendance: Ryan, Kelley, Alex, Nate, Anton (Aryan?)

Meeting: 4:30 to 5:30 PM

-Went over game ideas and put them into file

-Uploaded milestone 1 to github

Goal for by end of next meeting: Milestone 2 finished

Try to obtain all milestones soon?

Plans for next meeting

-Consider starting the text parsing algorithm?

**March 1, 2019**

Attendance: Ryan, Kelley, Nate, Anton, Alex; Aryan--excused

Meeting: 4:20 to 6:00 PM

-Working on Milestone 2

-QT Demo posted to GitHub

-Created Google Calendar

-Created schedule

-Decided who will work on what

-Decided we’re working on QT

TODO:

-Download QT; Start working on program components

March 8, 2019

Attendance: Ryan, Kelley, Nate, Anton (25 minutes late), Alex, Aryan

Meeting: 4:20 to 5:50 PM

-Working on Milestone 3

-Created project chart via LucidChart

-Assigned classes to group members

-Began adding component functionality for TA interview

March 15, 2019

Attendance: Ryan, Kelley, Nate, Anton, Alex, Aryan

Meeting: 4:20 to 5:30 PM

-Began work on individual project tasks

April 5, 2019

Attendance: Ryan, Kelley, Nate, Anton, Alex

Meeting: 4:15 to 6:00 PM

-Discussing modifications to milestone 2, starting to connect all classes

-Compiling code in manager branch

April 12, 2019

Attendance: Ryan, Alex, Nate, Anton, Aryan, Kelley

Meeting: 4:30 to 6:00 PM

-Discussing SQL database functionality

-Assembling rooms for presentation

April 17, 2019

Attendance: Kelley, Nate, Anton, Ryan

Meeting 3:45 to 5:30 PM

-Fixing various bugs

April 19, 2019

Attendance: Ryan, Alex, Nate, Aryan, Anton, Kelley

Meeting 4:00 to 5:45 PM

-Linking rooms

-Adjusting player/enemy attributes

April 23, 2019

Attendance: Ryan, Alex, Nate, Anton Kelley

Meeting 5:00 to 6:30 PM

-Preparing presentation

April 24, 2019

Attendance: Ryan, Alex, Kelley, Nate, Anton, Aryan

Meeting 4:00-11:15 PM

-Finalizing all files for presentation

-deploying database to Heroku and linking to QT application

May 2, 2019

Attendance: Alex, Kelley, Anton, Nate, Aryan

Meeting 5:45-7PM

-finishing milestone 7