3/1/19

* Assign who is going to create which sprite for the game
* Decide on a day where everyone could meet up
* Make some decision on the game design (ex. how to play the game, the size of each sprite, the size of the canvas the game is going to be on.)

3/6/19

* Talked about how the game elements should interacts with each other, animations on each element, and decide when to add sound effect onto the game
* Sheridan will also take up designing the Turtles obstacle

3/20/19

* Created a github repository for the assignment group
* Uploaded the cars, frogger, and log sprites