

1. Project Management Tool
 - a. We will be using Trello to plan and track our project
 - b. Requirements
 - i. A working text-based game
 - ii. A save system for progress and points
 - iii. A storyline for the game to follow
 - iv. A climactic boss battle
 - c. Project plan
 - i. 3-4 sprints
 - ii. 1st: Learn and test linking the front-end and back-end modules
 - iii. The rest will be determined fluidly as the project progresses, as we do not know enough about how development will progress to plan sprints
2. Plan Cycle within the Project Management Method
 - a. First 3 weeks
 - i. Find best method for connecting an SQL database to C++ code
 - ii. Find best method connecting a C++ code to an HTML interface
 - iii. Test connecting an SQL database to C++ code
 - iv. Test connecting a C++ code to an HTML interface
 - v. Determine if an HTML interface for the game is viable