**Tuesday October 29, 2019 –** Tana1983.2334 is released.

**Thursday October 31, 2019 –** JoJo and Sam join together and create The Modders project group.

**Saturday November 2, 2019 –** First meeting, first report is delivered. Basic roles are established, first viewing of the code using *ODA – The Online Disassembler*.

**Monday November 4, 2019 –** *VirtualBox* is used to safely run the file in a controlled state and figure out its contents. It’s now confirmed that the executable is a game of “Snake” that when ran seems to be normal, but if any key is pressed then 3 messages will be displayed before 1000 windows will be opened. Each of these windows displays the message “YOU MADE A MISTAKE”.

**Tuesday November 5, 2019 –** Meeting with Cindy Fry. Second meeting in order to find where the malicious code is located. Location was not found but data strings were.

**Saturday November 9, 2019 –** *Ghidra* is first used. Malicious code is located.

**Sunday November 10, 2019 –** Malicious code is quarantined.

**Tuesday November 12, 2019 –** Second report is delivered.

**Wednesday November 13, 2019 –** Third meeting, mods are discussed along with roles.

**Monday November 18, 2019 –** Fourth meeting, basic mods are decided. Minor ones include changing game end messages and changing game visuals. Major includes changing game speed to increase as pellets are consumed, and change vertical speed to match the visuals of horizontal speed.

**Thursday November 21, 2019 –** Fifth meeting, roles for final section are delegated.

**Friday November 22, 2019 –** Work on final mods and final report begins.

**Monday November 25, 2019 –** Sixth meeting (over the phone), roles are re-delegated. Work on first major mod begins.

**Wednesday November 27, 2019 –** Sam completes the main mod: changing base game mechanics. The speed of the game increases as the pellets are consumed.