Project Meeting Documentation:

Team Member 1: \_\_Chris Maidlow\_\_\_ Team Member 2: \_\_\_\_Hannah Wood \_\_\_\_

Meeting Times:

Date 1: \_\_\_2/20\_\_\_ Met for: \_180\_ mins

Date 2: \_\_\_2/25\_\_\_\_ Met for: \_180\_\_ mins

Date 3: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Met for: \_\_\_\_\_\_\_ mins

Date 4: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Met for: \_\_\_\_\_\_\_ mins

Date 5: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Met for: \_\_\_\_\_\_\_ mins

Date 6: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Met for: \_\_\_\_\_\_\_ mins

Date 7: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Met for: \_\_\_\_\_\_\_ mins

Date 8: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Met for: \_\_\_\_\_\_\_ mins

Team Contributions: Member 1: Chris Maidlow

Member 2: Hannah Wood

UML was done in unison. Time spent apart had us divvying up duties with respect to game classes and factory classes. When meeting again we implemented our code together and worked to develop the game class.