Project Meeting Documentation:

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

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: Hannah Wood

Member 2: Chris Maidlow

We both worked together to do the UML diagram. We worked separately during the week to do the character classes and the game class. We met again to compare what we completed and made the final product with code that we both wrote.