13.04.2022

* Group chat on Slack created by Pelin.

16.04.2022

* Group chat on WhatsApp created to make communication go smoother.
* Decided to go for a 3D game as a team.

23.04.2022

* Project plan (Gantt chart, WBS) and the group Drive folder created by Pelin.

25.04.2022

* Project plan adjusting done by Pelin after feedback from team members.
* GitHub repo created by Pelin.

26.04.2022

* Scrum roles assigned to each member.

29.04.2022

* Started brainstorming for game ideas as a team.

30.04.2022

* Coming up with story ideas by Pelin.

03.05.2022

* Developing the story and characters further by Pelin.

04.05.2022

* Discussed possible game mechanics as a team.

05.05.2022

* Narrative designs completed by Pelin.

06.05.2022

* Beginning asset searching for environment and character models by Pelin.

07.05.2022

* Continuing asset searching by Pelin.
* Beginning asset searching by Çilem and Berkay.

08.05.2022

* Sprint review meeting and taking retrospective notes.

08.05.2022

* Sprint #1 project management related documentation finalized by Pelin.