Meeting Summaries

March 24 - 2:00 - 3:10pm

Present

- Collin Hughes, Brian Bennett, Peter Giovi, Brandon Louis

Content

- Established Cycle Two intent
- Discussed Feature 3 Design
- Discussed Feature 4 Design
- Assigned Cycle Two work
- Discussed Cycle Two goals

March 31 - 2:10 - 4:00pm

Present

- Collin Hughes, Brian Bennett, Peter Giovi, Brandon Louis

Content

- Discussed GameStates implementation
- Discussed UI Implementation
- Discussed direction for Map Creation
- Discussed possible splitting of VM

April 7 - 2:00 - 3:30pm

Present

- Collin Hughes, Brian Bennett, Peter Giovi, Brandon Louis

Content

- Discussed Plan for GameStates testing
- Discussed Plan for UI Testing
- Discussed Map Creation
- Discussed Collin and Peter swapping Virtual Machine duties
- Renamed Virtual Machine to Programming Interface

- Discussed Programming Interface Design
- Discussed Slides of Cycle Two Presentation
- Discussed Design for Main Menus

April 9 - 2:00 - 3:30pm

Present

- Collin Hughes, Brian Bennett, Peter Giovi, Brandon Louis

Content

- Discussed Map Creation
- Discussed Slides of Cycle Two Presentation
- Discussed Design of Programming Interface
- Discussed Testing Responsibilities
- Discussed Focus of Cycle Three Being on Testing