**Meeting #1: 11/12/2017**

Objective: Assign roles, discuss project ideas, choose a project, finalize and familiarize selves with the project idea, choose a weekly meeting date and time, discuss general logistics, begin working the back end processing of the app

Job Assignments and Checkpoints (tentative):

* Team Leader: Christina
  + Have notes from each weekly meeting completed by the Friday of each week
  + Familiarize self with code from each team member each week and update the ProjectArchitecture.ppt by Sunday each week
  + Have team finish project by Dec. 7th for testing, error checking, debugging, and video making
  + Have first part of Project Architecture (Summary/Abstract) completed by Tuesday 11/21
* GUI Designer: Srinidhi
  + Discuss with Processing Designer the framework/User Interface of the game by Sunday 11/12
  + Have the dummy start screen completed by Thursday 11/16
* Interface Designer: Jillian
  + Ensuring all code is documented on GitHub repository
  + Have the dummy start screen stitched together by Monday 11/20
* Processing Designer: David
  + Discuss with GUI Designer the framework/classes of the project of the game by Sunday 11/12
  + Have the back end coding for the dummy start screen completed by Thursday 11/16
* Documentation Manager: Christina
  + As each class is written, have a documentation of that class done by two days after completion
  + For every GUI created, have a documentation of that GUI written by two days after completion
  + Have Statement of Work completed by all group members by December 10th
  + Have video completed by December 10th for editing

**Meeting #2: 11/15/2017**

Objective: Play with Github and committing Android Studio repositories, discuss further work distribution, discuss current documentation of classes written

Notes: Had difficulty trying to get add the Android Studio to connect to the repository on Github so we discussed possibly coding in pure java rather than committing through Android Studio

**Meeting #3: 11/20/17**

Objective: Solidify timeline so we have our assignments for Thanksgiving break, and continue working on project tasks

Timeline and Discussions

Front End and Back End Timeline:

* Finish Start screen and Level 1 by Sunday 11/26

Front End Details:

* Start screen will have a start button in middle and level select button
* Start will take you to level 1 directly (tutorial)
  + 9x9 grid
* Start will load the game and will start at the last level that you played
* Level select will come at the end

**Meeting #4: 11/29/17**

Objective: Status update on all components of project, discuss designing of harder levels for the game, clarify details for documentation, and begin linking the front end and the back end of the application

Discussions

Front End:

* Start screen and start button are functional with formatting and visibility finished
* Introduction before Level 1 has been designed and sprites have been added to the application

Back End:

* CartPoint and GameObject classes have been written and orc classes should be almost functional
* Updating Levels 1-3 and testing.
* Will begin merging with the front end to see if Back end will run

Interface Designer:

* Linked buttons - orcs, wizards, and walls are viewable on the App GUI
  + Still working on Swap

Documentation Manager:

* Documentation for Game itself, CartPoint and GameObject classes have been written in ProjectDocumentation.doc and points have been clarified at this current meeting

Date set for filming youtube video: 12/9/17 in PHO 307

**Meeting #5 12/4/17**

Objective: Fix Swap function, finish writing levels, fix front end introduction page, continue working through project

Discussions:

Back End

* Wary orcs now have displayCode ‘n’ for “nervous” so coders do not get confused between the wizard and the wary orc
* Most orc classes have been written, ready to be documented

Front End

* Most of the front end work is completed except for the swap function and a few bugs in the introduction screen

**Meeting #6 12/8/17**

Objective: Test levels, test corner cases, fix introduction page (again), finish Project Documentation, continue working through bugs of the project, discuss uploading the app to the Android Store

Discussions:

* Have app done by Sunday morning to allow time for filming
* Will meet on Sunday to film and then edit on Monday

**Meeting #7 12/10/17**

Objective: Add finishing touches to the app, color code the orc sprites better, finishing Project Architecture and Documentation, Fixing the level select and other bugs found in the program, start filming for the youtube page

Discussions:

* Orcs should be color coded in order to allow for easier differentiation.

**Meeting #8 12/11/2017**

Objective: Tie up loose ends, check project requirements, edit video, check documentation final time, package app and upload to Google Play as a free app, wrap up and finally submit the project