Attendance: All 8 members
Note-taking: Jon Dorman
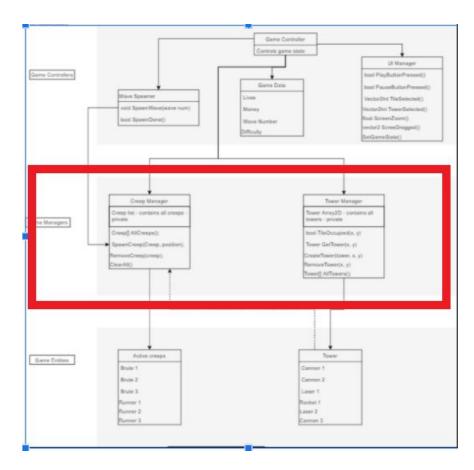
07-10-2020 Notes - Iteration 1 Presentation

3:34 PM - Broken into groups and preparing to demonstrate the project to the professor.

3:35 PM - We'll have to clarify the exact format for submission before midnight tonight - should be straightforward.

3:36 PM - Plans for iteration 2.
- Alejandro initiated this conversation, Austin has some plans.
- Refactoring is a big goal in iteration 2.
- Austin's made a great diagram that lays out his ideas about where we should be heading.
- We'll probably be looking to introduce 'managers' for the creeps and the towers, which will dictate the elements of their functioning that are more meta to the game on the whole (ex. Rate of creep spawn as opposed to individual creep stats.)

4:01 PM - Professor Le came by - straightforward chat. He's fine with us submitting the project as a link to GitHub, where we have all of our work centralized. He wondered about the scoring mechanism in the game - looking for some way to win.

Attendance: All 8 members
Note-taking: Jon Dorman

4:02 PM - Austin says to keep 'error-pause' set to enabled in Unity. Could cause issues if it's disabled.

4:12 PM - For iteration 2 - (to *re*iterate) we'll probably start with refactoring. Austin has laid down a solid model for how we should go about cleaning up the code.

GOAL: Calvin is suggesting that we try to have one or both of the *Managers* completed by this time next week.

GOAL: By the end of the *second iteration*, we should have a completely working game, if a very simple one.

4:18 PM - Austin is suggesting looking into and researching C# *events* for anyone not particularly familiar with them.