

	Meeting	Tasks Assingned	Task Completed
<b>Date</b>	Pick Project	Reseach Phaser 3	
03/28/2020	Decide language		
<b>Time</b>			
13:26 - 14:51			
<b>Date</b>	Game concept	Characters Sprites	Research Phaser 3
03/30/2020		Tilesets/Tilemaps	
<b>Time</b>		Load maps	
16:00 - 17:17			
<b>Date</b>	Game concept	Customize KU sprites	Character sprites
04/01/2020	Tilemap problems	Get player to move around	Load maps
<b>Time</b>		Title Scene	
17:00 - 18:02		Map Collision	
<b>Date</b>	Map vision	Knowledge/Health bar	Get player to move around
04/06/2020	Character bars	In/Out Buildings	Title Scene
<b>Time</b>	Buildings discussion	Different Scenes	
18:00 - 19:07			
<b>Date</b>	How the battle/exam	Battle Scene	KU Sprites
04/10/2020	will work	Exam Sprites	Map Collision
<b>Time</b>			Different Scenes
16:00 - 17:18			
<b>Date</b>	Project status meeting	Add comments to code	Knowledge/Health bar
04/20/2020	Adding objects and	NPC	In/Out Buildings
<b>Time</b>	NPC	Interactions	Exam Sprites
17:00 - 17:43		Objects (Coffee/Books)	
<b>Date</b>	Additional features	Timer	Comments
04/22/2020	meeting	Fix Knowledge/Health Bar	NPC
<b>Time</b>			Interactions
17:00 - 17:43			Objects (Coffee/Books)
<b>Date</b>	Project status meeting	Start merging code	Fix Knowledge/Health Bar
04/23/2020	Additional features		Battle Scene
<b>Time</b>			
20:00 - 20:58			
<b>Date</b>	Informal meeting	Final code merge	
04/25/2020			
<b>Time</b>			
12:00 - 13:00			