Team Miscreants

CSIS 2450

***Report 1.1***

*Prior Week Meeting Review:*

In our meeting we discussed the project that we would attempt and concluded upon the match game. We also discussed potential twists on the core game to make our implementation of it interesting. We went through our established GitHub repository and made sure everyone knew how to take advantage of its features.

*Prior Week Progress Review:*

We decided what project we’d work on, made the planning document, and started the initial repository on GitHub.

*Upcoming Week Plan:*

We plan to work on requirements next week.

Josh will work on the requirements doc for 2 hours by Wednesday (9/27) by 1 p.m. and everyone will review the requirements doc and come up with test cases by Thursday (9/28) which will take each about 45 min. The review and test cases should be completed by Friday (9/29) at 1 p.m.

Potentially training for ActionScript/AIR SDK/Starling Lib/GMS Lib.

Weekly meeting will be held this Wednesday (9/27) at 12 p.m. instead of Monday (9/25).

*Upcoming Week Meeting Agenda:*

Go over requirements for requirements document.

Discuss UI/UFX elements and layout.

Go over plan and reiterate/expound.