Objectives:
    I.   Figuring out project features list
    II.   Deciding which features to delve into for requirements
    III.   Deciding what tools to use for project plan
The rest will be done at home before Monday @11:59 PM

We generally, just laid out our features, discussed what we wanted the game to look like, identified which features we wanted to use for requirements, and decided to use a GANTT chart for the project plan. Kyle shared an example he had done in the past with a GANTT chart. We decided that we would chop away at the descriptions for the features, the requirements templates, and the GANTT chart over the week.