



Timeline

Team Schedule:

Graphics and sounds chosen by 11/29

Individual classes done by 12/2

Update classes to combine functionality 12/3

Complete functionality by 12/6

Video done by 12/7

All deliverables done by 12/8

Objectives:

Learn SFML

Individually complete classes

Complete all required documents

Create project video

Create project powerpoint

Meeting Notes:

* 11/13
  + Tasks:
    - Assigned Roles
      * Giacomo: Technical Lead
      * Cole: Interface Lead
      * Michelle: Project/Documentation Lead
      * Jiawei: Specification Lead
    - Finished Project Information Doc
  + Attendees: Michelle, Cole, Giacomo, Jiawei
* 11/18
  + Tasks:
    - Tom Bowler added to team
    - Given the Documentation Lead Role
* 11/29
  + Tasks:
    - Update on Game Functionality
    - Discuss what classes and objects need to be made
    - Divided the classes between group members to complete by Thursday
    - Created outline.txt for class organization
  + Attendees: Michelle, Cole, Giacomo, Jiawei
* 12/2
  + Tasks:
    - Completed main class files
    - Worked out missing functionalities
    - Discussed next steps going forward
  + Attendees: Michelle, Cole, Giacomo, Jiawei, Tom
* 12/6
  + Tasks:
    - Debugged code
    - Corrected trajectory math
    - First working prototype of game completed
  + Attendees: Michelle, Cole, Giacomo, Jiawei
* 12/7
  + Tasks:
    - Debugged code
    - Animations of the objects
    - Added display of scores and lives
  + Attendees: Michelle, Cole, Giacomo, Jiawei, Tom
* 12/8
  + Tasks:
    - Created a menu
    - Completed the video
    - Completed the rest of the documentation
  + Attendees: Michelle, Cole, Giacomo, Jiawei, Tom