Weekly meetings : Nov29-Dec17

Tuesday, December 1

**Discussion Points**

Recalibration back into focus on the project, primarily. Khangal ran me through the floating text script, and I discussed the pest implementation. Further work was tabled due to deadlines in other classes.

**No Assignments**

Thursday, Dec 3

**Discussion Points**

We discussed the final report and how we might split up work on it. Implementation of milestone 2/3 had seen many delays, with large amounts of work due in other classes. I discussed my plans for improving in-game feedback with floating text, and completing work on pests

**Assignments for Thursday the 10th:**

Matthew – Improve feedback mechanisms through floating text, finish pest and forager implementation

Khangal – Begin work on section 2 of final report

Thursday, Dec 10

**Discussion Points**

In our final regular meeting, we discussed the final report and the presentation on the 17th. Other classes were wrapping up by that point, and I was able to devote more time to the project.

Assignments for Thursday the 17th:

Matthew – Prepare presentation

Khangal – Finish work on section 2 of final report