Weekly meetings : Sep27-Oct3

Tuesday, Sep 29

**Discussion Points**

Progress on the first milestone was discussed. About 30% of the needed coding to finish milestone 1 was complete at this point. The topics covered were specific, technical, and in no particular order. Simply put, the minutia of implementation was informally discussed for about forty minutes. We were now preparing for a new meeting with Jennifer on the 2nd of October as well.

**Assignments for Thursday the 1st**

Matthew – Refactor implementation for better organization, prepare gameplay abstract for client

Khangal – Continue work on UI, blend with existing implementation of mechanics

Thursday, Sep 24

**Discussion Points**

Khangal ran through the details of the UI and its current functionally. We discussed how the next set of coding changes would affect how it worked. We speculated about what the next client meeting would entail and how to prepare for it. Work assignments were withheld until Friday after the meeting. We also talked about changing our version control/tracking system to one which more effectively meshed with the Unity framework.

**Assignments for Tuesday the 6th:**

Matthew – Develop gameplay effects for crops, and implement the cooking system

Khangal – UI tweaks to account for new gameplay, prepare new version control