Weekly log - Jere Ketonen - jxk988

Week 2:

Most of the activity this week has been done in our meetings, that we have held twice a week. In total we have sat down for 6 hours or so, talking about what kind of a project we want to do and coming up with our specifications. Then how we are going to implement the features and class hierarchy and how to organize the team somewhat.

Codewise we all sat and coded a really crude "prototype" of the game. Basically a box that moves and shoots and renders properly. We just wanted to see how to implement that and thought it would be good to do it already to get to see a bit more and see if any new problems arise and the code can be easily reused.

That's about it for this week. I think the meetings and the coding have taken about the 9 hours a week or whatever it was we were supposed to put into the project.