Weekly Log – Daniel Cecil (dwc928)

Week 1
- Met up with team
- Started to brainstorm ideas
- Researched existing games
- Drew up a brief specification of what the game should include.
- Attended weekly meetings

Week 2
- Decided on a final idea
- Drew up individual specification
- Set up SVN properly
- Worked as a group to produce some test classes for the controls
- Attended weekly meetings

Week 3
- Started to think about documentation – requirements definition and design.