9/07/18

* Introductions
  + Names, geographic origin, major, relevant skills (included in “FEDD Team Contract”)
* Discussed general project ideas
  + Zombie game (not educational)
  + *Bunch of other stuff I don’t remember*
  + Math game
* Researched coding environments
  + Kodu
    - 3D, no group experience, overall not impressed
  + Scratch
    - Basic drag-and-drop (DND) programming, some group experience, limited in detail and usability
  + GameMaker Studio 2
    - Supports DND and direct coding, no group experience, promising due to accessibility of both experienced programmers and less experienced
    - Decided to pursue completing this project in GameMaker
* Started work on “FEDD Team Contract”
  + Worked through rubric filling out most of the necessary sections
* Created plan for next few weeks
  + By 9/18/18 - Learn GameMaker Studio 2, complete tutorials, become familiar with the environment

9/11/18

* Discussed progress on learning GameMaker and its limitations.
  + GameMaker can do almost anything we would want to do (Not 3D)
  + Tutorials were completed by 2 members, one for DND and one for GML. Tutorial was started by one other member.
* Reviewed ideas on “FEDD Game Design” document, detailing game aspects, variations, and mechanics from first meeting
* Planned out basic game structure and gameplay window.
  + Ideas centered on initial idea of side-scrolling, simple math, choice-based game
  + Primary focus is first on a prototype of functioning Level 1. Later implementation of title screen, main menu, level select, and images to come later
* Debated differences in GML and DND for gameplay development, file sharing, and collaborative creation.
  + DND is more accessible for all members. Can include direct GML elements using the “Execute Code” block. Can also be converted to GML easily
  + GML is more powerful and can be quicker to write in. Cannot be converted to DND.
* Planned next week of work to be completed before meeting on 9/18/18 (hurricane permitting)
  + Each member should find at least 1 resource for research (see project assignment on moodle for more direction) and write either a short description of why the source should be included as well as what point is to be made by its content. This should be documented on “FEDD Research Assignment”

9/18/18

* Nufito absent for Career Fair
* Research Paper Discussion
  + Jason - General research on “Effective Instruction”
  + Drew - Focused research on “Math Anxiety”
  + Michael - Focused research on math learning difficulties
* Added Works Cited and found appropriate resources
* Jason left early for Career Fair
* Worked on Team Contract
  + Identified team roles
  + Edited guiding principles
  + Completed timeline
* Planned next meeting
  + Complete research paper
  + Complete team contract
  + Turn in both

9/25/18

* Completed Team Contract
  + Team Name, slogan, reviewed and agreed to it
  + Drew (as point of contact) submitted assignment to moodle
* Worked on Research paper
  + Nufito completed research
  + Wrote introduction and individual contribution paragraphs
  + Combined paragraphs into one semi-cohesive paper
* Still Need
  + Add Drew’s paragraph
  + Conclusion
  + Clean up document
  + Turn in by Thursday 9/27 at 10:40 am
* Discussed next meeting
  + Will review “FEDD Game Design” document
  + Build conceptual structure of game
  + Begin building framework for game (global settings and environment, creating objects, creating rooms)

10/2/18

* Grand Challenge Selection
  + 1st: VR
  + 2nd: Health Informatics
  + 3rd: Engineer the Brain
* Github
  + GameMaker saves in folders so good for github potentially
  + Check out code? Like a library?
  + Use revision log
  + Github works best using terminal interface for push and pull
* Game