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| GENERAL INFORMATION | | |
| **Project Name Here** | **Date:** | 2 Sep 16 |
| **Time:** | 1030- |
| **Location:** | Online Collab |
| **Next Meeting Date/Time:** |  |
| **Conducted by:** | Jason King and Patrick Shannon | |
| **Recorded by:** | Jason King | |

| ATTENDEE INFORMATION | | |
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| Name | Title | Department |
| Patrick Shannon | Student |  |
| Jason King | Student |  |
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| AGENDA | | | |
| --- | --- | --- | --- |
| Scheduled Time | Topic/Subject | Presenter | Discussion Items |
| 1030 | Collaboration software | All | * Discord, GitHub, |
| 1100 | Software learning | All | * Compared knowledge of how to use the software and troubleshooting |
| 1120 | Initial Game Theory | All | * Go over the initial base concept of the overall game |
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| MEETING MINUTES | |
| --- | --- |
| Agenda Items | Discussion |
| Collab Software | * Went over Discord and Get Hub, and established a baseline for collaboration software. Ran into some bugs, but was able to get through the lack of prior knowledge |
| Software learning | * Continuing on, we worked together to learn how to do the basics of the software, and worked on getting all lines of communication up |
| Initial Game Theory | * Went over the 2 year development game cycle, and initial concepts. Considered a fluid GUI that increases in usability as the player levels up. Discussed base attack mechanisms and shared current configuration set up for review. |

| OPEN ACTION ITEMS | | | |
| --- | --- | --- | --- |
| # | Action Item | Owner | Due Date/Status |
| 1 | Go over current programming flowchart and code for second set of eyes. | Patrick |  |
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| CLOSED ACTION ITEMS | | | |
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| # | Action Item | Owner | Completion Date |
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| ADDITIONAL INFORMATION | |
| **Attachments:** |  |