**Adjustable Video Game Library**

**Brent Maxwell**

**Kai Matton**

**Lucy Dunn**

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**Idea:** Virtual bookshelf to add, remove, and display video games chosen by the user

**Classes:** Storage, data, other

**Functions:** Minimum of 5 functions. (Number subject to change)

**Program flow:** Members still getting familiar with their respective roles

**Role breakdown:** As it’s the first week, we still are feeling out our respective roles, but so far we have Brent Maxwell as the leader, Noah Carter as the architect, Lucy Dunn as the debugger, and Kai Matton as the tester

**First thoughts:** Still working on getting the project set up and feeling out the pace we want for this project. Set up is slow, but progress is being made

**Final thoughts:** Throughout this project there were definitely some ups and downs as our communication was sorely lacking. This caused a host of issues that resulted in alot of last minute work having to be done to make sure the program got complete on time. We started the program by delegating out tasks to make sure that everyone would do an equal amount of work and setting a time for when things should be completed. The process of completing the program was definitely a lot more stressful and confusing than expected, causing the programming itself to become complicated as well. Throughout this program we have learned the importance of communication and will make a point to put more emphasis on it in the future.