

Date	Purpose	Primary goals
04/14/2020	Client Meeting	Starting Scrum, how to proceed with the basic needs of the client
4/15/2020	Team Meeting	discussing User stories and backlog, along with spikes (what libraries to use for coding the game).
4/16/2020	Client Meeting	finishing Gitlab setup -UML diagram (by 4/17/2020)
4/23/2020	Client Meeting	assign tasks, have some runnable code, prioritize issues
5/3/2020	Team Meeting	finalize deliverables and extending the GUI to becontrollable by Pet class