Completed Goals:
       Fix wait for move – ask Karen about this
       End game handling

Meeting 8: 4Hrs: both team members were present. We went over our Milestone 1 with Karen and began to understand what to complete for Milestone 2. We worked with the game handling. Here, we added a play button and when the game completes we added that when any button is pressed you will be brought back to the play home screen. We also changed the way you turn the tank. Instead of having a turn right and turn left button we made it if you press an arrow twice in the direction you want to go it will turn into that direction.

Meeting 9: 2Hrs: both team members were present. We worked to try and understand what to do with the database and how to implement it. We also spent time on Udacity trying to understand the JUnit testing.

Upcoming Goals:
       Add Rejoin
       Get Database working
       Make Prettier
       Add Life Bar