Project Timeline – Total Eclipse of the Heart

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Week One of Project – November 4th – 7th 2015

Made a list of app ideas on google spreadsheets. Scheduled our first meeting for that Sunday.

First Meeting – Sunday, November 8th 2015

Decided on game idea, worked up a rough description of the game and its mechanics

Week Two: Familiarize ourselves as much as possible with Java, write the "hello world" app, as described in the project assignment sheet. Meet next Sunday to outline our main classes and start implementing a development plan.

Second Meeting – Sunday, November 15th 2015

Goal for the week: Get comfortable using android studio to make simple apps (specifically the "sunshine" weather app explained in the first lessons of the udacity videos luke posted to the facebook group). By next Sunday, no one should be having any issues navigating android studio and getting apps to work (both text and graphics).

Next Sunday (Nov 22): We are having a hackathon at my house (19 Tufts St Apt 2 Somerville), with the goal of getting the first level of our game working and testable on our phones.

Third Meeting – Sunday November 22nd 2015

Met at Isaac’s place. Followed a game tutorial on Youtube, getting used to making a simple Android game. Setup Git repository for project “TheREKTangle”

Week 3 and 4

Fourth Meeting – Saturday December 5th 2015

Met at Isaac’s place. Have an app where you can move your character and enemies spawn. Beginning to get graphics for character and enemies and background.