* 9/10/2015 - 3:00pm - 4:30pm - 1.5 hrs - Team Meeting
  + Finalize project ideas.
  + Create journals in GitHub.
  + Setup Skype as messaging system.
* 9/12/2015 - 4:30pm - 6:00pm - 1.5 hrs - Unity Tutorials
  + Game Objects and Components
  + Prefabs - Concept & Usage
  + Tags
  + Layers
  + Building a Custom Inspector
  + Adding Buttons to a Custom Inspector
* 9/13/2015 - 12:00pm - 1:30pm - 1.5 hrs - Unity Documentation
  + Read Unity Overview
* 9/13/2015 – 2:30pm – 5:30pm – 3 hrs – Roll-a-ball Tutorial
  + Intro to Unity game
* 9/14/2015 – 1:00pm – 2:00pm – 1 hr – Team Meeting
  + Discuss backlog and first sprint
* 9/16/2015 – 1:00pm – 2:00pm – 1 hr – Team Meeting
  + Setup backlog and sprint on Trello
  + Discuss what we need done for presentation
* 9/19/2015 – 7:30pm – 12:30pm – 3 hrs – Map Generation
  + Created practice Unity game to try out auto map generation
  + Wrote script to create a map from one tile
* 9/20/2015 – 1:00pm – 5:00pm – 4 hrs – Player creation and movement
  + Created player/AI units
  + Made it so the players can move via click