**Weekly Meetings**

**Three meetings per week:**

|  |  |  |
| --- | --- | --- |
| **Tuesday** | **Thursday** | **Saturday** |
| 11am - 3pm | 15 pm - 18 pm | 10am - 3pm |

**Goal:**

* Seeing the evolution of each team member and helping if the person is facing some kind of bugs/difficulties with the task.
* Learning what each team member is doing to be able to continue the work.
* In each meeting we will teach each other the “Discoveries” that each one made.
* Saturday meeting will be for combining/testing and fixing

**January Meetings:** Brainstorming, deciding on the different software to use.

**February:**

* 2nd and 4th: Getting accustomed to the different softwares individually.
* 6th:
  + Dividing the work.
  + Creating BitBucket accounts.
  + Updating the documents.
  + Thinking about the different features.
  + Learning how to code for touch and click on unity.
  + Making sure that buildings are imported well to unity.
  + Starting to build the UI.
* 9th:
  + Show database Design
  + put pre built buildings in bitbucket
  + Checking/creating UI design
* 12th:
  + Shared the evolution on each team member and concerns or problems we were facing.
* 14th:
  + Worked on the UI Design.
  + Tried importing all buildings already made to a shared map.
  + Made sure that the information in the database where consistent with out needs.
* 16th:
  + Fixing the mockups.
  + Working on the click feature.
  + Fixing buildings.
* 18th:
  + Color on Click
  + UI(design)
* 20th:
  + Ui(design)
  + Fixing buildings
* 21th:
  + puting the prototype together.(6h)
* 23th:
  + Fixing UI
* 27th:
  + Changing UI
  + Adding touch motion
  + Working on Documentation

March:

* 1st :
  + Discussion on the changes to make
  + Documentation
  + Changing UI
* 3rd:
  + Database Fixing
* 6th:
  + UI design
* 7th:
  + UI design
  + Link database to project
  + Database fixing
* 13th:
  + UI fixes
  + Database parsing
* 20th:
  + Work On Database
  + Add details
* 25th:
  + Reschedule
  + Work on UI (Finish Linking database, camera sliding to building on double touch)
* 26th:
  + Pins on buildings
  + Reload game after certain period of time
  + Limit Zoom
  + Double touch
* 27th:
  + Finish fixing pins
  + Make camera not go through buildings
  + Add Go to button on building search

April:

* 9th:
  + Deciding on levels position for lower campus and dividing work for demo.
* 16:
  + Finishing buildings and map terrains.
  + Working on study places.
* 23:
  + Adding pins and buildings coordinates
  + Fixing camera script
  + Terrain work
  + Integrating
  + Formating search results
* 30:
  + Change camera code
  + Figure out path
  + Start working on off campus
  + Buildings off campus
  + Fixing bugs discovered during demo

May:

* 9:
  + Documentation
  + Integration of camera code and off campus
  + Working on paths