After we discussed our availability via e-mail, Jim scheduled a telephone conference through work. We used our first meeting to talk about our backgrounds and to further clarify availability. We briefly began our discussion of the scope statement. We settled on C# as our programming language. We also talked about using Github for version control. Ideas for our project were discussed. We determined that a game would be a feasible project that would hold our interest. A concentration game was proposed.

In a second meeting we talked about what we could do to give our project something extra; we were worried that a simple standalone concentration game for Windows might be too trivial. We decided to make our program a Facebook application that uses the avatars of a user’s friends as the game pieces. We talked about what tools we would need and other software boundaries in preparation for work on the scope statement.

We chose Vandelay Industries as the name of our team because it was the most fun name we could think of that still sounded professional.

We have agreed to meet three times per week for 30-60 minutes each time, at least until we have a better idea of what we should all be doing.

Mike is preparing the scope statement. Jeff is investigating the Graph API to confirm that we can do what we want to do. Jim is playing with Github to make sure that we know how to use it. We are all installing the development tools.