Meeting Log:

3/10 Meeting

- Discussed how to proceed with the project
- Thought about changing our implementation of the arm, away from OpenGL. Thoughts so far on Java and Unity
- Set up task allocation for all group members

3/12 Meeting

- Worked out calculations for inverse kinematics
- Sticking with OpenGL

3/23 Meeting

- Changed implementation of inverse kinematics
- Completed updated UI
- Completed rest of coding
- Completed reports