**CSE 335: Team Meeting Report**

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| **Meeting Date & Time:** | 2/24/2019 – 12:40pm – 6:10pm |
| **Meeting Location:** | Tony’s Apartment |
| **Team Member 1 Full Name** | Bailey Bakerson |
| **Contribution of Team Member 1:**   * **Worked on abstract factory for Characters** * **Debugged type errors for adding character to m\_sisters vector** * **Modified game constructor to read in characters and then use the CharacterFactory to generate characters** * **Developed changes on different branch then merged to master** * **Pushed changes to GitHub** | |
| **Team Member 2 Full Name** | **Tony Sulfaro** |
| **Contribution of Team Member 2:**   * **Implemented sorting methods for each attribute to sort by** * **Mimicked print formatting as seen in rubric for each Character in m\_sisters** * **Implemented virtual print function in the Character class for small,med,big to use when printing themselves** * **Developed changes on different branch then merged to master** * **Pushed changes to GitHub** | |