

Meeting Notes:

- Time: Tuesday 1:00 PM - 1:45 PM
- Talked about the amount of wireframes that might be needed for the different pages, game pages, home page, credits page, etc.
- Talked with Barhgav about some of the requirements of the project. Some things to note: 3 to 5 commits to receive individual credit, using github projects to plan who does what, meetings are for more overarching topics rather than bug fixing,
- Set up our project board on github, creating user stories/issues
 - Made clear what we need to start with in our to-do section, creating skeletons, pages, partials, databases, etc.
- Planned out group work time sometime next week to be able to work together (Tuesday)