Progress Update

* All group members now have access to gitlab
* Andrew will be getting the Website up and running
* Forrest: Continued code review this past week and will be designing documentation around the existing game content for convenience
* Refer to four-up chart for further information regarding progress <https://docs.google.com/a/g.rit.edu/document/d/1gaA6KsZHaEN-MWpcwpiHDIOgKRrgSMDAlgz_gBsYJ3I/edit?usp=sharing>

Project Synopsis:

* Has been rewritten by Andrew

Project Plan:

* Overview: Chris
* Goals and Scope: Forrest
* Deliverables: Andrew
* Risk Management: Chris
* Scheduling & Estimates: Justin
* Measurements & Metrics: Andrew
* Technical Process: Justin

Todo:

* Andrew: Set up the new repo with all current code -- Working still (Justin taking over)

Questions for Thursday Meeting

* Changing core gameplay away from ship flying to something more chemistry related.

Agenda for Thursday Discussed:

* Mobile main or Desktop?
* if Mobile, not 3d ship.
* if desktop keep ship but make the game more intuitive over semester 1.