**Minutes for 2-18-16:**

* Ask Joe if Student Login and Logout times are useful for instructors.

**Minutes for 2-11-16:**

* User story for working on instructor self sign-up
* Low priority for having instructors see their own students
* Design software for leaderboard stats?
* Checkbox for students to anonymously share data? users ‘share’ their score?
* Asked to put together a molecule as a mechanic -> Joe: It’s not legos at that level. There are more rules than that, and it requires a lot more code.
* Bug with button sizes on logbook screen
* Basic Design for task system

**Minutes for 2-9-16:**

Progress for this sprint so far:

* GUI mocked up for task system
* Server side is up with dependencies fixed

What will most likely be accomplished this sprint:

* Being able to log in on the server side (already implemented, but needs to be reviewed for understanding)

What most likely will not be accomplished this sprint:

* Implemented Task System

**Minutes for 2-2-16:**

Spring Progress Log

* Broke down user stories to be more manageable in a sprint
* Had a high-level design discussion for types of tasks
* Need to meet again to determine story point value for stories in the backlog

Project Plan Updates:

* 2/2/16 - Decided to use epics for breaking down some larger tasks in storyboard

Questions:

**Minutes for 4-5-16:**

Deployment:

* Try GoDaddy website, resort to SE VM as backup
* Make sure there is plenty of developer documentation for future teams
* Create setup instructions once deployment method is determined

Server:

* Fix player time tracking?
* Update instructors page to show the new stats that were created from the API
* Add Download game executable

Game:

* Merge Molecule stuff, task system, and networking
* Fix bugs
* Add additional level?