Progress Update

* Forrest: Reviewed game code, behavior functions did not match game objects, naming standards are inconsistent, code requires more comments, plans on writing documentation on the current game code and interactions within, we need to figure out the core mechanic of the game.
* Andrew: Looked over documentation from former senior project teams, found ideas and general guidelines for SE deliverables
* Justin: Looked into Scrum alternatives, anything other process relies on set requirements, Feature Driven Development is the best alternative but still requires the requirements to be defined, Alpha builds by group of features
* Chris: Worked on Unity tutorials

Project Synopsis:

* Still unsure of reusing portions if not all of the former project synopsis
* Started working on our own version of the project synopsis

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
* Everyone: Works on their own section and communicates to the team any uncertainties.