MICROVERSE: https://github.com/JenniTheDev/Microverse

Product Backlog : https://github.com/JenniTheDev/Microverse/projects/2

Meeting Notes (3/3/21)

- Discussed how each individual game would work and how the overall app should flow, now that we have a working prototype.
- Discussed adding a back button that kept a list of visited scenes so the Player could go back though what they played. Decided to add it to the backlog if we had time.
- Everyone gave updates as to how their part is working
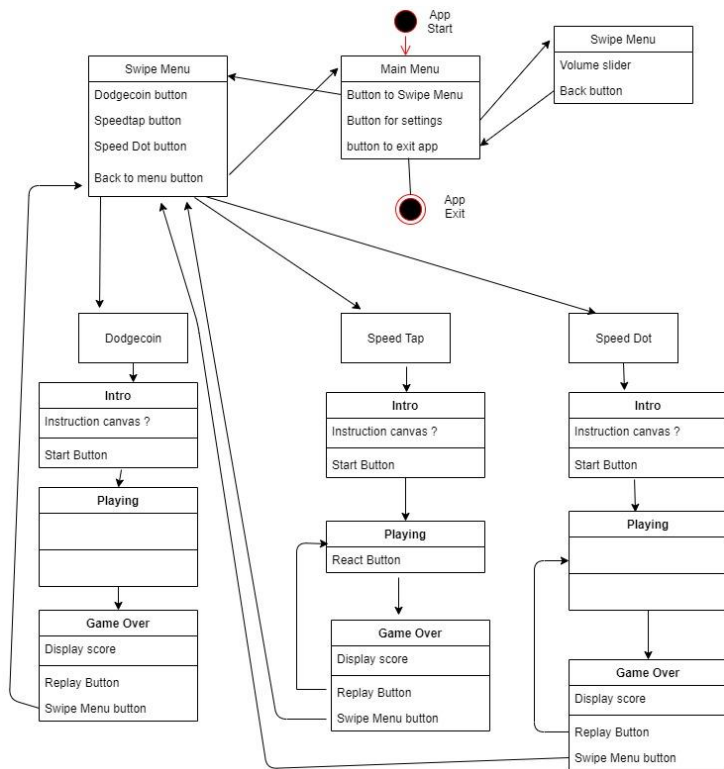
Meeting Notes (3/10/21)

- Discussed how everyone was busy with midterms and projects so progress would be slower this week

- Discussed changing swipe menu to a circular carousel, decided to stick with what we have for now and maybe change on another iteration. More research needs to be done on how to do this.
- Everyone gave updates as to how their part is working

Meeting Notes (3/12/21)

- Shared resources on Mobile testing and mobile input and put it on the backlog to change scenes to use touch inputs.
- Discussed saving high scores using .json files.

Meeting Notes (3/14/21)

- Discussed merge errors, compiler errors, reviewed how to create PRs and how to check PRs for compile errors even when there are no merge errors
- Discussed order for presentation
- Checked All scenes for errors before presentation, discussed removing old scenes that we are not developing on.

By Iteration 2(3/17/21): implement the logic/details of our mini games and ensure that they work on different devices
- Goals/Tasks:
    - Jenni: Add in the Appwide Event Manager, Appwide Game Manager ,and Appwide Audio Manager. Change Appwide event manager to a Scriptable Object so it persists between scenes. Create a game Jenni says, a simon says like a memory game with infinite levels.
    - Dalisa: Implement the drop down menu descriptions for each game. Add SpeedTap button.
    - Casey: Updated SpeedTap scene and script. Optimized game to be more responsive and accurate. Added main menu to scene to test functionality. SpeedTap lvl 2 created with moving objects and will display speed in seconds. Each lvl will restart when the object/button is clicked again.