~\*~\*\* Meeting Minutes \*\*~\*~

October 26, 2017

~ Group Project ~

Starting from a sample game, we'll each be creating a mini-game in Unity, which will be combined into a compilation-style game that we can all share and check out. We plan on this project lasting us through the semester, so feel free to dream big! Everyone will be given a single scene within Unity to work with.

Once the project is finished, we'll be sending it along to an industry professional who works with Unity simulations to evaluate and give us feedback. We'll be getting both individual feedback on our parts of the project and group feedback on the project as a whole, based on industry standards for simulations.

~ Coding Activity ~

Pick a language that you don't know much about, and write a program that, when given two numbers, tests if a number is a factor of another number. If you'd like a challenge, use one of the following languages: Shakespeare Programming Language, Whitespace, or Lisp. We'll be demoing these at the next meeting, so please put one together!

~ HackEastern ~

If anyone would be willing to help with HackEastern, please get in touch! We need to know if people are going to be able to put this on, as without your help, we can't have a HackEastern. We also want to know if anyone is interested in participating.