Scrum Notes

# Petro

* I have to take all my notes on my overall tasks and put them to paper to send to you and Andrew K.
* Work with you on team structure- roles, responsibilities, new hires (Canadian) and analyze whether India can provide both programming and art solutions.
* Work with Shawn on internal production pipelines, internal software and hardware needs.
* Call with India/Aref with Shawn, James and Petro to go over the 3D pipeline. Call to include how they work internally both from a software, internal and external pipelines (incl. delivery, feedback and approval processes).

# Shawn

## Folder Structure and Work Flow

* Working on folder structure and pipeline
* investigating existing pipeline (on India side)
* providing a list of questions for India regarding pipeline
* providing flow/breakdown of new folder structure
* Call with India/Aref with Shawn, James and Petro to go over the 3D pipeline. Call to include how they work internally both from a software, internal and external pipelines (incl. delivery, feedback and approval processes).

## UI

* Coordinate between AE (source material), Kevin (polish) and Steph (implimentation) to include changes to UI

## Metaio

* get details on Object Recognition
* Investigate challenges and solutions

## Other

* Create team list with roles and responsibilities

# James

## FX

* Provide revision list and comments for Dan

## Art Asset Management

* delivery of complete art task/delivery list for TMNT project. This list will be ongoing especially when we get a Game designer on board that will fully flesh out the outstanding design parts that we are still missing, i.e. combat mechanics, monetization, boss battles, etc....

## India

* Revisions for animator
* Task India
* Call with India/Aref with Shawn, James and Petro to go over the 3D pipeline. Call to include how they work internally both from a software, internal and external pipelines (incl. delivery, feedback and approval processes).

# Steph

* Build for Germany
* Talk to Andrew K. to get code samples from Javier to really see his programming skills (due diligence)
* Working with Kevin to find animated UI and object recognition solutions
* Steph to send back comments to India on programming best practices since the code they delivered previously wasn't properly formatted, the flow wasn't optimal and didn't work.

# Sam

* Backgrounds
* Research/design parallax solutions because the city and sewer levels don't have a skyline
* Design and implement foreground parallax solutions

# Andrew Embury

* UI Screens designed and sent
* Art assets broken up for maximum amount of flexibility for polish
* implement any changes as reviewed by James

# Kevin

* Creating Animation solution for UI for polish
* Investigating object recognition solutions and implementations