This week our group did not accomplish too much as we are still getting used to the transfer to online:  
  
Andy- As was said in the meeting on Thursday I am working on the movement still. I have everything down and where the code will be located in the gameplay loop but the only issue is with finding the intersecting face of the terrains Quaternion vector so I can get the cross product and keep the model upright while walking.

Carson- Still continuing my YUKA research and getting a better grasp of the codebase

Hampus- I did some more animations and had the game start where you “drop” onto the terrain. Also added a working timer

Haley - Caleb and I worked on the menu getting a list of all known models

Caleb - Worked a bit on rotation but mainly helped Haley out with the menu