Meeting, September 24th

**Objective**

* Update on each person’s progress toward their chosen tasks for sprint 2.
* Collaborate on design changes based on new findings/testing.
* Discuss presentation format for sprint 2.
* Refocus members to tasks to complete before the next meeting.

**Findings**

* Loi continues to produce features in Unity assigned to him.
* Austin has been honing in on optimal design patterns for the inventory and combat systems.
* Olivia worked with Loi and Austin during the meeting, making design decisions on what scenes and controls on those scenes are necessary.
* Marcel had trouble testing the current build in Unity and received assistance from Loi. Marcel intends to test animating assets for a scene in Unity.
* John is going to continue creating awesome graphics for the Units and other components of the application.
* Joe started working with AWS Cloud9 to host the database.

**Conclusion**

**Opinion:** Meetings are disorganized. They are great for team building but very few project decisions are made of any importance to meet the expectations of the evaluators. (Professor and TA)

Leery of pushing for a more structured meeting format for fear of alienating myself from the team. If it doesn’t happen organically, I don’t think it will happen at all.