Date: 5/29/2020

# Attendance:

Jimmy Parker

Michael Edwards

Jordan Cavins

Matthew Hooker

Harrison Pollitte

Zack Vickers

# Notes:

Weekly meetings: Tuesday and Fridays, times TBD as people start going back to work. Tabled until Sunday meeting.

# Minutes:

Went over game rules based on feedback of Dr. Harrison.

Agreed by all participants the establish rules in document. Set aside certain decisions to later in development cycle.

We have changed our engine to be running off of game engine developed by Michael Edwards and all devs are tasked with learning and getting up to speed on development of initial prototype.

# Assignments:

Jimmy:

* Ask Bennet about peer evaluation and ask when to submit information and will an answer post in chat the response.
* Scrum Master Meeting notes for the week.

Matt: Product owner report for this week.

Devs: Up to speed and start working together on a prototype due by June 7th at end of sprint 1.

All: Create user stories and add to trello board or discord for discussion at next meeting

Next Meeting**:** Sunday 7:30 5/31 Topic: Go over user stories from each participant ½ hr time box