Capstone Project Progress Report/Meeting Notes

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| **Project Name**: ARK: SINISTER  **Team Name:** ARK Studios  **Date:** Jan 20, 2016  **Reporting Period:** Week 2, Jan 13 – Jan 20 |
| **Work completed this reporting period:**   * Some HUD * Public Git repo set up. * Continued work on content, character sprites, room creation and character control. |
| **Work to complete next reporting period:**   * HUD Scripts. * Updates to SRS. |
| **What’s going well and why:**  We’re not fighting? |
| **What’s not going well and why:**  Slow progress, low motivation, distraction, nit-picking. |
| **Steps the team will take to resolve the issues noted above:**  Unknown. |
| Project changes (and impacted documentation to be updated): No additional project changes. |