Capstone Project Progress Report/Meeting Notes

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| **Project Name**: ARK: SINISTER  **Team Name:** ARK Studios  **Date:** Jan 13, 2015  **Reporting Period:** 1 |
| **Work completed this reporting period:**   * Some UI assets * Character concept art * Basic enemy / character movement scripts * Trello |
| **Work to complete next reporting period:**   * All UI assets * Progress on main character sprite sheet. * Some room prefabs. * Update Trello backlog. * Basic content for events and items. * Basic content for character interaction with world. |
| **What’s going well and why:**  We’re not fighting with each other. There is a good (ish) team dynamic and people are all right with their assigned tasks. Progress is being made by all members on required tasks. |
| **What’s not going well and why:**  There’s so much to do and think about that we’re not really sure where to start. We’ve been assigning tasks without much direction as to what order they should be done or how they connect together. |
| **Steps the team will take to resolve the issues noted above:**  Further break down of tasks is required to have a better idea of the scope of the project. Experience is required for us to really have a grasp of timelines. Ongoing learning is a factor. |
| Project changes (and impacted documentation to be updated): Need to update the SRS with changes to functionality and mechanics. |