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:**   * Some story-boarding * Updates to SRS. * Basic movement char sprite sheet. * Progress on placement of rooms. * Video for demo project. |
| **What’s going well and why:**   * We’re not fighting? I think? * Trello is being used by all members. * Progress made by all members. * Josh won $2 at a Smash Bros. tournament. |
| **What’s not going well and why:**   * No defined content for game. * Aaron ate too many oatmeal cookies and gave himself a tummy ache. |
| **Steps the team will take to resolve the issues noted above:**  Discussion on content. Storyboarding. |
| Project changes (and impacted documentation to be updated): No additional project changes. |