Capstone Project Progress Report/Meeting Notes

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| **Project Name**: ARK: SINISTER  **Team Name:** ARK Studios  **Date:** Jan 27, 2016  **Reporting Period:** Week 3; Jan 20 – Jan 27 |
| **Work completed this reporting period:**   * First stages of the video presentation. * Main character animation. * Storyboarding for tutorial and beginning of mechanics storyboards. * Enemy movement and attack AI. |
| **Work to complete next reporting period:**   * Revised SRS. * Development presentation. * Mechanics storyboarding. |
| **What’s going well and why:**   * Staying on target so far. * Kickstarter started. |
| **What’s not going well and why:**   * Less time to work this week because of other class due dates. |
| **Steps the team will take to resolve the issues noted above:**   * Re-evaluate time spent on outside projects. |
| Project changes (and impacted documentation to be updated):  * No new updates. Things are still on schedule. |