Capstone Project Progress Report/Meeting Notes

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| **Project Name**: ARK: SINISTER  **Team Name:** ARK Studios  **Date:** Feb 3, 2016  **Reporting Period:** Week 4; Jan 28 – Feb 3 |
| **Work completed this reporting period:**   * Video presentation is complete. * Main character movement animation is complete. * SRS was revised to reflect new requirements. |
| **Work to complete next reporting period:**   * Placing rooms * Continue working on Kick-starter page * Additional main character actions (laser gun) * Start the new event system * Additional story-boarding |
| **What’s going well and why:**   * SRS update. * Video presentation |
| **What’s not going well and why:**   * Other class requirements are taking resources away from development, such as updating SRS, and video presentation. * Animating images is not easy. |
| **Steps the team will take to resolve the issues noted above:**   * Create placeholder animations for now, and worry about the end animations later. |
| Project changes (and impacted documentation to be updated):  * No new updates. Things are still on schedule. |