Capstone Project Progress Report/Meeting Notes

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| **Project Name**: ARK: SINISTER  **Team Name:** Ark Studios  **Date:** Feb 10, 2016  **Reporting Period:** Week 5; Feb 3-10, 2016 |
| **Work completed this reporting period:**   * Changes made to events system: rewards shown; difficulty level added. * Rooms move in a grid system and do not overlap. |
| **Work to complete next reporting period:**   * Loot tables for difficulty levels 1, 2, and 3. * Integration. |
| **What’s going well and why:**   * No new developments. |
| **What’s not going well and why:**   * No new developments. |
| **Steps the team will take to resolve the issues noted above:**   * Integration will be done on Thursday, Feb 11. * Repo will be downloaded and added to same day. |
| Project changes (and impacted documentation to be updated):  * Additional changes to the event system to include the loot table and prize generation. |