Capstone Project Progress Report/Meeting Notes

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| **Project Name**: ARK SINISTER  **Team Name:** ARK Studios  **Date:** Feb 24, 2016  **Reporting Period:** 7? 8? |
| **Work completed this reporting period:**   * First repo collapsed into a void. New repo created. Empty project created to commit all current assets and scripts. * Main menu work started, base model created. * Opening cinematic work started. * Modal dialog box work started. * Script for title menu, opening cinematic, and tutorial completed. |
| **Work to complete next reporting period:**   * Get all assets and scripts into the project to begin integration. * Opening cinematic and modal dialog box. * Kickstarter page. |
| **What’s going well and why:**   * More assets and scripts have been created over the break. * Work going well on database construction and scripts. * Opening cinematic and tutorial level fully written in storyboard. |
| **What’s not going well and why:**   * I crashed the initial repository with conflicting project versions and had to create a new one. |
| **Steps the team will take to resolve the issues noted above:**   * Created a new empty project and we’ll be adding all individual files and organizing them in the project first before we integrate everything so that we have one master project that everyone can download in a ready state instead of breaking it with tons of new asset commits again. |
| Project changes (and impacted documentation to be updated):  * No known changes to project structure or contents. |