

## **First meeting (April 12th)**

### Targets:

- Do the work that we are supposed to do during the holy week.
- Miguel Arnaiz: Functions about the descriptions and spaces.
- Pablo Almarza: Do the descriptions and help Arnaiz with the functions.
- Rodrigo Juez: Do the new commands up and down and the movable and moved object.
- Mariusz Wiśniewski: Modify the Object module as specified in R5.
- If someone has time enough, he can do more things during this week.

*-Deadline: April 22th*

## **Second meeting (April 27th)**

### Accomplishments:

- All what was expected to do in the Holy Week have been done.
- We have advanced even more that we were supposed to do.

### Targets:

- Miguel Arnaiz: Do the open link function and start the story.
- Pablo Almarza: Do the functions to illuminate objects and interact the illumination with the space.
- Rodrigo Juez: Do the functions to save and load the games.
- Mariusz Wiśniewski: Start the GameManagement module.

*-Deadline: May 2nd*

## **Third meeting (May 4th)**

### Accomplishments:

- The turn on and turn off objects is working but we have to make it more perfect.
- Save and load game are done.
- GameManagement is almost done.
- We are having some problems with open links functions, but it is functional.

### Targets:

- Miguel Arnaiz: Finish open links and start with the story.
- Pablo Almarza: Make turning on object perfect and start user guide (even though we haven't got story).
- Rodrigo Juez: Help Arnaiz by starting the Dialogue module.
- Mariusz Wiśniewski: Start the GameRules module.
- All: The story is not even started, we have to hurry up, do the guide and Dialogue module.

*Deadline: May 6th*

## **Fourth meeting (May 6th)**

### Accomplishments:

- Finished GameRules module.
- Finished GameManagement module.
- Turning on objects perfect.
- Dialogue module finished.

### Targets:

- Miguel Arnaiz and Pablo Almarza: Finish the story.
- Pablo Almarza: Do the commands part of the user guide.
- Rodrigo Juez: Make open links perfect and add an extra function for the story. Do the map.
- Mariusz Wiśniewski: Do the drawings.

*Deadline: May 7th*