# The Creaking Grounds

## Process Debrief 10-20

### Process Debrief

1. Discuss your process - What is going well, what is going badly?
   * Good
     + We can easily communicate and immediately talk using our Groupme
     + Skype is a good process to talk in depth and send files if needed
   * Bad
     + Clyde's is distracting and we don't get work done there as well. We need to focus on work.
     + We need to do work together at times
2. 3 improvements
   * We will work in Clyde's and stay focused OR go to the library to work. No one else will be sitting with us to distract us. We can stay focused by the producer, Jason, saying to stay focused.
   * We will do weekly meetings of working together. Possible code jams.
   * Use Trello more

### Product Backlog

1. By October 29
   1. Develop soundtrack for game
   2. Create room prefabs and mansion
   3. Inventory Hud and interactions with objects
   4. Polished movement
   5. Developed Main Menu
2. By November 3
   1. Create first gameplay mode. Documented in our Documentation folder
   2. Finish Multiplayer capabilities
   3. Create high quality 2D models of artifacts
3. By November 5
   1. Have Alpha version ready to go and play