Group 5 Date: February 5th Time: 14:00 Duration: 60 Minutes

Present, on time: Dan Hrubec, Julian Gonzales, Joseph Canning

Present, not on time: None

Absent: Victor Fong

**Synopsis:**

We met together and started downloading and familiarizing ourselves with Unity which we will be using to develop the game. We also started to fill out our Clickup workspace to organize each of the tasks for the sprints coming ahead. We started assigning ourselves tasks and preparing for the next sprint.

**Recent Individual Accomplishments:** Dan was to start using the clickup workspace to organize each of the sprints for the first scenario. Julian was able to download unity and create the initial project for the game.

**Current Individual Activities:**

Individual activities include downloading the Unity workspace. We shared informative videos that helped us familiarize ourselves with working with Unity. Afterwards we felt comfortable with using the Unity engine and are prepared to begin development.

**Individual Action Items:**

Victor: Downloaded and configured Unity. Shared some informative videos on getting started with Unity.

Dan: Downloaded and configured Unity. Worked with Joseph and Julian with planning out each of the sprints for the first scenario. Filled out the Clickup workspace for each sprint.

Joseph: Downloaded and configured Unity and worked with Dan and Julian with planning out each of the sprints. Also shared some resources with getting familiar with Unity.

Julian: Downloaded and configured Unity and created the initial project to start developing in the new environment. Worked with Dan and Joseph with planning out each of the sprints for the first scenario.