**Sprint Meeting 1-21-15**

**Every 2 weeks**

Tasks were given out to each member for the duration of the sprint:

Joseph – Create Ditch

Kasun – Create Level 5 Stage

Ernie – Create Boulder, Fix Bug with Timer in Stage 4

Dani – Create UI, Boulder Movement

Oscar – Create Robot Running Animation

Jose – Create Level 5 Gate

Abel – Implement Sounds Files/ Indiana Jones video

Tariq – Implement Spawn Points/ Death Interactions

**Meeting 1-26-15**

Meeting was held to talk about progress that has been made:

Joseph – working on ditch

Kasun – Level 5 creation complete

Ernie – Boulder has been successfully created

Dani – UI has been created

Oscar – working on robot animation

Jose – gate complete

Abel – sound files have been implemented

Tariq – spawn points have been created

**Meeting 1-28-15**

Meeting was held to talk about progress that has been made:

Joseph – ditch has been created

Kasun – Gate has been created

Ernie – Timer bug has been fixed

Dani – Boulder Movement is successful

Oscar – continue to work on running animation

Jose – Doing research on Level 6

Abel – working on video clip for level

Tariq – working on death interactions

**Sprint Meeting 2-2-15**

**Every 2 weeks**

Tasks were given out to each member for the duration of the sprint:

Joseph – Make Improvements to Level 5

Kasun – Create Level 6

Ernie – Implement Shooting, Create Turret

Dani – Create UI

Oscar – Continue Robot Animations

Jose – Create Targets

Abel – Implement Sounds Interactions

Tariq – Implement Stage Interactions

**Meeting 2-4-15**

Meeting was held to talk about progress that has been made:

Joseph – making fixes to boulder in Stage 5

Kasun – Basic version of Stage 6 complete, working on door and texture

Ernie – In process of turret creation

Dani – working on UI

Oscar – working on robot animations

Jose – creating texture for target

Abel – Research on sound files

Tariq – created interaction for button

**Meeting 2-9-15**

Meeting was held to talk about progress that has been made:

Joseph – still making changes to Stage 5

Kasun – Level 6 stage fully created

Ernie – turret created, working on shooting

Dani – still working on UI

Oscar – still working on robot animations

Jose – Targets completed

Abel – still research sound files

Tariq – completed interactions with door

**Meeting 2-11-15**

Meeting was held to talk about progress that has been made:

Joseph – attempting to make Boulder movement smoother

Kasun – Doing Research on Level 7

Ernie – shooting completed

Dani – UI completed

Oscar – showed group the animations

Jose – Doing research on Level 7

Abel – Sound completed

Tariq – Completed interactions with turret

**Sprint Meeting 2-16-15**

**Every 2 weeks**

Tasks were given out to each member for the duration of the sprint:

Joseph – Create Spikes, Create/Find Wings

Kasun – Create Corridors for Previous Levels

Ernie – Create Scripts for Blocks

Dani – Create UI, Create Initial Enemy

Oscar – Modify Turret

Jose – Create/Find Character Model

Abel – Implement Sounds/Video

Tariq – Implement Character Model Flying

**Meeting 2-18-15**

Meeting was held to talk about progress that has been made:

Joseph – working on wings

Kasun – working on corridors for previous levels

Ernie – working on block scripts

Dani – working on UI

Oscar – Turret now shoots at an angle

Jose – Research on Character Model

Abel – Working on Mortal Kombat video

Tariq – Research on making character fly + camera

**Meeting 2-23-15**

Meeting was held to talk about progress that has been made:

Joseph – still working on wings and spikes

Kasun – Corridors have been completed

Ernie – Blocks scripts have been completed

Dani – UI is complete, starting work on enemy

Oscar – back to robot animations

Jose – Character Model completed

Abel – sound completed, still working on video

Tariq – working on character flying

**Meeting 2-25-15**

Meeting was held to talk about progress that has been made:

Joseph – wings completed, spikes still being worked on

Kasun – Research on Stage 8

Ernie – Research on Stage 8

Dani – working on enemy AI

Oscar – robot animations

Jose – Research on Stage 8

Abel – Mortal Kombat video completed

Tariq – Character Flying completed

**Sprint Meeting 3-2-15**

**Every 2 weeks**

Tasks were given out to each member for the duration of the sprint:

Joseph – Begin Work on Special Level

Kasun – Create Stage 8

Ernie – Create Scripts for Blocks – Stage 8

Dani – Create UI

Oscar – Continue Work on Animations

Jose – Create Pictures for Blocks

Abel – Implement Sounds – Stage 8

Tariq – Create MaxCam for Previous Level

**Meeting 3-4-15**

Meeting was held to talk about progress that has been made:

Joseph – started work on special level

Kasun – Room has been created

Ernie – started working on block script

Dani – working on UI

Oscar – working on animations

Jose – Pictures for Blocks have been created

Abel – Working on sound

Tariq – Working on MaxCam

**Meeting 3-9-15**

Meeting was held to talk about progress that has been made:

Joseph – continue working on special level

Kasun – Research on Stage 9

Ernie – Blocks scripts have been completed

Dani – continue working on UI

Oscar – continue working on animations

Jose – Research on Stage 9

Abel – sound completed

Tariq – continue working on MaxCam

**Meeting 3-11-15**

Meeting was held to talk about progress that has been made:

Joseph – showed progress on special level

Kasun – Research on Stage 9

Ernie – Research on Stage 9

Dani – UI completed

Oscar – robot animations

Jose – Research on Stage 9

Abel – Research on Stage 9

Tariq – MaxCam completed

**Sprint Meeting 3-16-15**

**Every 2 weeks**

Tasks were given out to each member for the duration of the sprint:

Joseph – Continue Work on Special Level

Kasun – Create Stage 9

Ernie – Create Player Shield

Dani – Create UI

Oscar – Continue Work on Animations

Jose – Create Shield Objects

Abel – Implement Sounds – Stage 9

Tariq – Create Scripts for Bullets

**Meeting 3-18-15**

Meeting was held to talk about progress that has been made:

Joseph – continuing work on special level

Kasun – Stage 9 has been created

Ernie – started work on player shield script

Dani – working on UI

Oscar – working on animations

Jose – Pictures for Shield Objects have been created, work on scripts next

Abel – Working on sound

Tariq – Working on Bullet Scripts

**Meeting 3-23-15**

Meeting was held to talk about progress that has been made:

Joseph – continue working on special level, showed us progress

Kasun – Research on Stage 10

Ernie – Green and Blue Player Shield have been created, now comes implementation

Dani – continue working on UI

Oscar – continue working on animations, showed us progress

Jose – Shield Object Scripts complete

Abel – sound completed

Tariq – Continue making scripts for Bullets

**Meeting 3-25-15**

Meeting was held to talk about progress that has been made:

Joseph – continue working on special level, now known as last level

Kasun – Research on Stage 10

Ernie – Completed Player Shield

Dani – UI completed

Oscar – continue working on animations

Jose – Research on Stage 10

Abel – Research on Stage 10

Tariq – Bullet Scripts completed

**Sprint Meeting 3-30-15**

**Every 2 weeks**

Tasks were given out to each member for the duration of the sprint:

Joseph – Create Tombstones, Finish Special Level

Kasun – Create Level 10

Ernie – Create Start Menu

Dani – Create Spider Enemy

Oscar – Complete Robot Animations, Work on Storyline

Jose – Create Level Descriptions Part 1

Abel – Level 10 Monitor

Tariq – Create Save Function

**Meeting 4-1-15**

Meeting was held to talk about progress that has been made:

Joseph – started work on Tombstone

Kasun – Stage 10 has been created

Ernie – started work Start Menu

Dani – started work on Spider Robot

Oscar – Finished work on Storyline, continuing Robot Animations

Jose – started work on level descriptions

Abel – started work on level 10 monitor

Tariq – started work on save function

**Meeting 4-13-15**

Meeting was held to talk about progress that has been made:

Joseph – completed work on Tombstone, back to Special Level now known as Level 11

Kasun – Research on Final Presentation

Ernie – continue working on Start Menu

Dani – continue working on Spider Robot

Oscar – continue Robot Animations work

Jose – continue work on level descriptions

Abel – continue work on level 10 monitor

Tariq – Completed Save Function

**Meeting 4-15-15**

Meeting was held to talk about progress that has been made:

Joseph – Level 11 is now complete

Kasun – Research on Final Presentation

Ernie – Completed Start Menu

Dani – Completed Spider Robot

Oscar – Completed Robot Animations

Jose – continue work on level descriptions, progress was shown

Abel – Completed Level 10 Monitor

Tariq – Research on Final Presentation

**Sprint Meeting 4-20-15**

**Every 2 weeks**

Tasks were given out to each member for the duration of the sprint:

Joseph – Create Electric Floor

Kasun – Artwork for Main Menu

Ernie – Create Helpful/Harmful Robots

Dani – Level 10 UI, Questions for Level 10

Oscar – Implement Robot Animations

Jose – Create Level Descriptions Part 2

Abel – Sound and Video Level 10, Poster Presentation (Draft)

Tariq – Create Final Boss Interactions

**Meeting 4-22-15**

Meeting was held to talk about progress that has been made:

Joseph – started working on Electric Floor

Kasun – started working on Artwork

Ernie – started working on robots

Dani – working on UI

Oscar – started implementing animations

Jose – continue working on level descriptions

Abel – Finished Sound and Video for Level 10

Tariq – started working on Boss Interactions

**Meeting 4-27-15**

Meeting was held to talk about progress that has been made:

Joseph – Completed Electric Floor

Kasun – continue working on Artwork

Ernie – continue working on robots

Dani – Level 10 UI complete

Oscar – Implementation Complete

Jose – continue working on level descriptions

Abel – started work on Poster Presentation

Tariq – continue working on Boss Interactions

**Meeting 4-29-15**

Meeting was held to talk about progress that has been made:

Joseph – Research on Final Presentation

Kasun – Finished Artwork

Ernie – Robots Finished

Dani – Questions Completed

Oscar – Research on Final Presentation

Jose – Level Descriptions Completed

Abel – Poster Presentation Draft Completed

Tariq – Bullet Scripts completed