**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