**Sprint Meeting 9-10-14**

**Every 2 weeks**

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

Kasun/Joseph – Create a Room in Unity

Ernie – Implement a gun in Unity

Oscar – Find customer for game and come up with game ideas

Tariq – Come up with game ideas

Dani/Jose – Research on UI

Abel – Research on music and sound effects within the game

All members were also tasked with installing Unity and learning how Github operates.

**Meeting 9-15-14**

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

Pech – Began research on how to implement UI

Abel – Began research on looking at how sound can occur from footsteps in the game

Ernie – Created Github account for PAL

Dani – Created basic UI with small functionality

Oscar – Found potential customer for game

Tariq – Came up with a couple ideas for game

Joseph – sick/absent

Kasun - absent

**Meeting 9-17-14**

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

Pech – Research on button implementation and GUI

Abel – Added test file into Github to see how it works

Ernie – Pushed project with plane and a character

Dani – UI now can be accessed by pressing the Esc button. Pushing button on UI leads to information being added in the window

Oscar/Tariq – Came up with more puzzle ideas

Kasun – Progress on room is made

Joseph – sick/absent

**Meeting 9-22-14**

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

Tariq – Added sound effects for walking

Oscar – Obtained a mouse to work on Unity project. Downloaded Blender

Dani - committed project. Added even more functionality to UI including an interactive printout and for-loop. Reset button deletes everything in UI

Abel – Came up with 3 ideas for worlds

Joseph –

Ernie – Fixing Merge conflicts on Github

Kasun – absent

Pech – researching tab indentation on UI

**Sprint Meeting 9-24-14**

**Every 2 weeks**

Tasks during the sprint were discussed which is in the Sprint Retrospective. Tasks were given out to each member for the duration of the new sprint:

Danny – Pause game when UI comes up, Make UI full screen

Oscar – create animations for robot arms

Ernie – Make screen output for UI

Kasun – Complete the first room

Joseph – make holes in the wall for UI interaction. Allow the UI to come up when near the holes.

Abel – Come up with more game ideas. Create and animate a door

Tariq – Create and animation a push button. Work on music/sfx for level

Pech – Create the Hello World hint for the room

All – Combine all elements of level for demo a.k.a Complete Level 1

**Meeting 9-29-14**

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

Joseph – got UI to work at specific spot

Tariq – Button creation, animation, and sfx complete

Ernie – Handling Output of UI on screen

Kasun – still working on room

Danny – UI full screen, camera & controller is paused during UI display

Pech – still working on picture

Oscar – got arms to correct position

Abel – still working on door

**Meeting 10-1-14**

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

Joseph – absent

Kasun – Finished Room

Dani – Added buttons to bottom of UI

Ernie – working on screen output

Oscar – working on robot arms

Abel – door animation completed

Pech – working on Hello World picture

Tariq – Updated MIT schedule and Sprint Meetings

**Meeting 10-6-14**

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

Joseph – UI only works near panel now

Kasun – absent

Dani – fixed UI stuff and detects when user finishes puzzle

Ernie – absent

Oscar – Robot Arms are now in main project

Abel – Worked on Door

Pech – Finished Hello World picture

Tariq – Button press now leads to door opening

**Sprint Meeting 10-8-14**

**Now Every 3 weeks**

Tasks during the sprint were discussed which is in the Sprint Retrospective. Tasks were given out to each member for the duration of the new sprint:

Danny – Make improvement on UI and work on new UI for 2nd level

Oscar – Make food objects for 2nd level

Ernie – Make text pop up when interacting with objects. Work on terminal

Kasun – Work on corridor between levels

Joseph – Make scary objects for levels

Abel – Try to make robot arms not go through walls

Tariq – Continue working on music and sound effects. Perform research on cut-scenes.

Pech – Make wall decoration of food objects. Make walls bloody

All – Come up with more game ideas. Combine all elements for 2nd level

**Meeting 10-13-14**

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

Joseph – Found some scary objects such as skeleton, hatchet, teddy bear, etc.

Kasun – Working on corridor

Dani – Made great progress on UI

Ernie – created a functional terminal

Oscar – Found some food objects

Abel – absent

Pech – working on multiple wall decorations

Tariq – more music was added to level