**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 – Come up with game ideas

Tariq – Research on music and sound effects within the game

Dani/Jose – Research on UI

Abel – Come up with game ideas

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:

Jose – 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:

Jose – 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

Jose – 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:

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

Oscar – Robot Arms

Ernie – Make screen output for UI

Kasun – Complete the first room

Joseph – make holes in the wall for UI interaction.

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

Tariq –Work on music/sfx for level

Jose – 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

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

Jose – 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

Jose – 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

Jose – Finished Hello World picture

Tariq – Button press now leads to door opening

**Sprint Meeting 10-8-14**

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:

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

Oscar – Work on Robot Arm Animations

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

Kasun – Work on corridor between levels

Joseph – Make scary objects for levels + Special effects

Abel – Try to make robot arms not go through walls

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

Jose – Make wall decoration of food objects and work on actual food objects

All – 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 – worked on animations

Abel – absent

Jose – working on multiple wall decorations. Found some food objects

Tariq – more music was added to level

**Meeting 10-15-14**

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

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

Kasun – Finished corridor

Dani – Added responses to messed up inputs in UI. Started Powerpoint presentation

Ernie – Worked on terminal

Oscar – continue working on animations

Abel – Research on arms colliding with walls

Jose – Near completion on Wall Texture

Tariq – Research and implemented cut-scene. Updated Documents

**Meeting 10-20-14**

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

Joseph – Added Special Effects

Kasun – Research on room for 3rd level

Dani – Fixed issue with UI

Ernie – Completed work on terminal

Oscar – Completed Basic Robot Arm Animation

Abel – worked on arms, trying to get collider to work

Jose – completed wall texture

Tariq – Finished work on sound effects. Made Transitions between food and door

**Sprint Meeting 10-22-14**

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:

Dani – User Interface for Level 3

Oscar – Work on more complicated Robot Arms Animations

Ernie – Make text appear when interact with objects. Implement a Gun

Kasun – Create room for Level 3

Joseph – Make robot arms collide with objects

Abel – Sound effects

Tariq – Smoke for Lava

Jose – Lava Texture

All – Combine all elements for 3rd level