**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 9-17-14**

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 9-19-14**

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