

Location	Date	Minutes	Attendance	Items Discussed	Progress Updates	Agreed Actions
Computer Science Building - A32 Lab	1/30/2025	95	Meet Patel, Ernestas Kaziulis, Kaliza Gbonda, Yuheng Sheng, Dhanya Kumari Nallakandi	Team introductions , Strengths and weaknesses , Initial game ideas , Setting up Github , Jira , Team and Whatsapp. Discuss team management plans	Team discussions and planning has begun	Download same version of Unity , Join teams.jira and github
Exchange Building - C4	2/4/2025	30	Meet Patel, Ernestas Kaziulis, Kaliza Gbonda, Yuheng Sheng, Dhanya Kumari Nallakandi	Jira basics for people in team who havent used it before. Planning Sprint 1 and assigning points to task based on time it will take and assigning task to each team member Getting deliverables ready for Lab1	Accounts for Github,Jira,Teams and Whatsapp have been sorted , Initial ideas and team personality discussed	Setup Github with Unity Project Files , Documentation for Game Ideas, Sketches,Mechanics and Git usage.
Computer Science Building - A32 Lab	2/6/2025	100	Meet Patel, Ernestas Kaziulis, Kaliza Gbonda, Yuheng Sheng, Dhanya Kumari Nallakandi, Muhammed Saim Gulay	Quick team stand up discussing sprint tasks. Presented in lab our so far completed tasks and graded 70%	Assigned Project tasks update, presented sprint 1 in lab	Agreed on 70% for the first lab demo, Plan to have MVP (Minimum Viable Product) for next lab demo (move from backlog to active sprint)
Jubilee Conference Centre Auditorium - Workshop	2/10/2025	50	Ernestas Kaziulis, Kaliza Gbonda, Yuheng Sheng, Dhanya Kumari Nallakandi	Team Workshop about Sprint Retrospectives (what went well, what went bad) and planning poker/ points poker; deciding as a team the estimated time for a task to be completed using poker points	Further knowledge of points poker improved, Quick stand up of current sprint tasks and idea what to have prepared for next lab	Be Prepared for sprint review on 11/02/2025
Exchange Building - C4	2/11/2025	90	Ernestas Kaziulis, Kaliza Gbonda, Yuheng Sheng, Dhanya Kumari Nallakandi (online), Muhammed Saim Gulay	Stand up to go over sprint 1 tasks and complete a sprint retrospective. Planned for upcoming sprint 2, assigned tasks to each team member and planning poker to estimate expected task time.	Prototype being developed, User Stories and Stakeholders been considered, Initial ideas, Git use and Game mechanics documented, MVP plan completed	Tasks assigned on Jira. Develop necessary designs, Progress prototype, Organise team files and Centralise to GitHub Repo, Plan potential questions
Computer Science Building - A32 Lab	2/13/2025	120	Ernestas Kaziulis, Kaliza Gbonda, Yuheng Sheng, Dhanya Kumari Nallakandi, Muhammed Saim Gulay, Disha Shankar	Introduced to new team member Disha. Collected all the work completed in the sprint ready to present in the Lab and recieved a mark of 72%.	Main Menu,Levels Screen working, Working Maze generator and starting plater intergration. Artistic designs of maze and characters started.	Continue with game designs. Start making some unity tests, Have a team teaching session for Github and Unity for HCI students.
Dearing Building - C42	2/18/2025	120	Ernestas Kaziulis, Kaliza Gbonda, Yuheng Sheng, Dhanya Kumari Nallakandi, Muhammed Saim Gulay, Disha Shankar	Went over all tasks completed by each person during sprint 2 and did a retrospective.Unity tutorial given by Saim. Ready to start code script development during the next reading/coursework week	Majority of game designs complete, first prototype added to github.Github and Unity teaching session completed.	Start coding the game scripts for next sprint review.Start implementing level 1 and Github writeup for each section. Design for level 2 and 3
Jubilee Conference Centre Auditorium - Workshop	2/24/2025	60	Ernestas Kaziulis, Dhanya Kumari Nallakandi, Muhammed Saim Gulay, Disha Shankar	Team workshop about Conflict resolution and how to deal with it. Did a questionnaire to measure conflict Mode	Learned how to deal with conflict, Quick reminder for the team sprint review the next day	Be Prepared for sprint review on 25/02/2025
Dearing Building - C41	2/25/2025	90	Ernestas Kaziulis, Kaliza Gbonda(online), Yuheng Sheng, Dhanya Kumari Nallakandi, Muhammed Saim Gulay(Online), Disha Shankar	Went over all the tasks completed over the Reading/Coursework week. Scripts are until final development and game is coming together. Final preparations for the upcoming lab and whats expected for the final sprint.	Scripts are nearing final completion. Level 1 is almost completed ready to be replicated in level 2/3. Github writeup almost complete	Finish final few remaining Github writeups, finish and upload final scripts and start intergrating some of the designs into the final game.
Exchange building C4	3/5/2025	60	Ernestas Kaziulis, Kaliza Gbonda, Yuheng Sheng, Dhanya Kumari Nallakandi, Muhammed Saim Gulay, Disha Shankar	went over all tasks completed by each person according to the last sprint. Completed the whole game, with all new features, but could not implement a few. Discussed if we had some time to implement those. went through the deliverables for the final demo and made sure if we had done everything. the remaining few tasks and the final review of documents was assignened among all team members. Congragulated each other on successfully implementing the game!!	everyone had all the assigned tasks. codes pushed. Final version of the game was completed	Review Git readme, written documents, codes. be prepared for the final demo