**Assignment 1 – Game Engine Group Project  
Sprint Template**

Part of the marking scheme is to have at least **10** recorded meetings with your team. Please refer to the assignment specifications.

1. **Sprint Number**: 9
2. **Date of sprint**: 17/03/2022
3. **Team Name**: No Team team
4. **Members Present**:
   * Isabelle Graselli
   * Ricardo Monteiro
   * Jake Bruin
   * Raimonds Priede
5. **Summary Objectives for Period** – What should have been done by now? (max 100 words):

Features added to the game via the feedback, models imported and bugs fixed (high mouse sensitivity and random death)

1. **Summary of Progress for Period** – How did you progress? (max 100 words):

**3D modeller’s worked on the models for importing and the rest fixed bugs and added features**.

1. **Summary Problem Areas** – What went wrong?(max 100 words):

Scaling issue with the models which makes it hard to use in game.

1. **Objectives, Deliverables & Plan for Next Period** – What will you do between now and next sprint?:
   * **Product Backlog** (tasks left to do):
     1. Fix the model scaling problem
     2. ….
   * **In Development**:
     1. Model scaling
     2. ….
2. **Date of next Meeting**: 31/03/2022