**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**: 10
2. **Date of sprint**: 31/03/2022
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):

Models scaling problem fixed and textures added to make the models ‘game ready’

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

We discovered the issue with the scaling problem and have an solution to the problem we will use in the future

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

Scaling issue with the models which makes it hard to use in game and texture difficulty in models

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. Apply textures to models in the game
     3. ….
   * **In Development**:
     1. Model scaling
     2. Apply textures to models in the game
     3. ….
2. **Date of next Meeting**: TBD