**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**: 6
2. **Date of sprint**: 27/01/2022
3. **Team Name**: No Team team
4. **Members Present**:
   * Isabelle Graselli
   * Ricardo Monteiro
   * Jake Bruin
   * Raimonds Priede
   * Abdiweli Dine
5. **Summary Objectives for Period** – What should have been done by now? (max 100 words):

Overall development of game started (modelling, programming etc)

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

Reviewed overall game idea and decided story based game would take too long, hence removal from the game.

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

Nothing

1. **Objectives, Deliverables & Plan for Next Period** – What will you do between now and next sprint?:
   * **Product Backlog** (tasks left to do):
     1. ….
   * **In Development**:
     1. General modelling (character and environment)
     2. General programming (controls, gameplay etc)
     3. UI Design
     4. ….
2. **Date of next Meeting**: 10/02/2022