**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**: 7
2. **Date of sprint**: 10/02/2022
3. **Team Name**: The 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):

Basic models, world idea and controls done. Updated game idea (removal of story) implemented

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

Character and environment models in progress (some finished), basic control scheme done

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

Behind schedule (minor)

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. World and character models
     2. Game environment
     3. Game UI
     4. Polished control scheme
     5. ….
2. **Date of next Meeting**: 24/02/2022