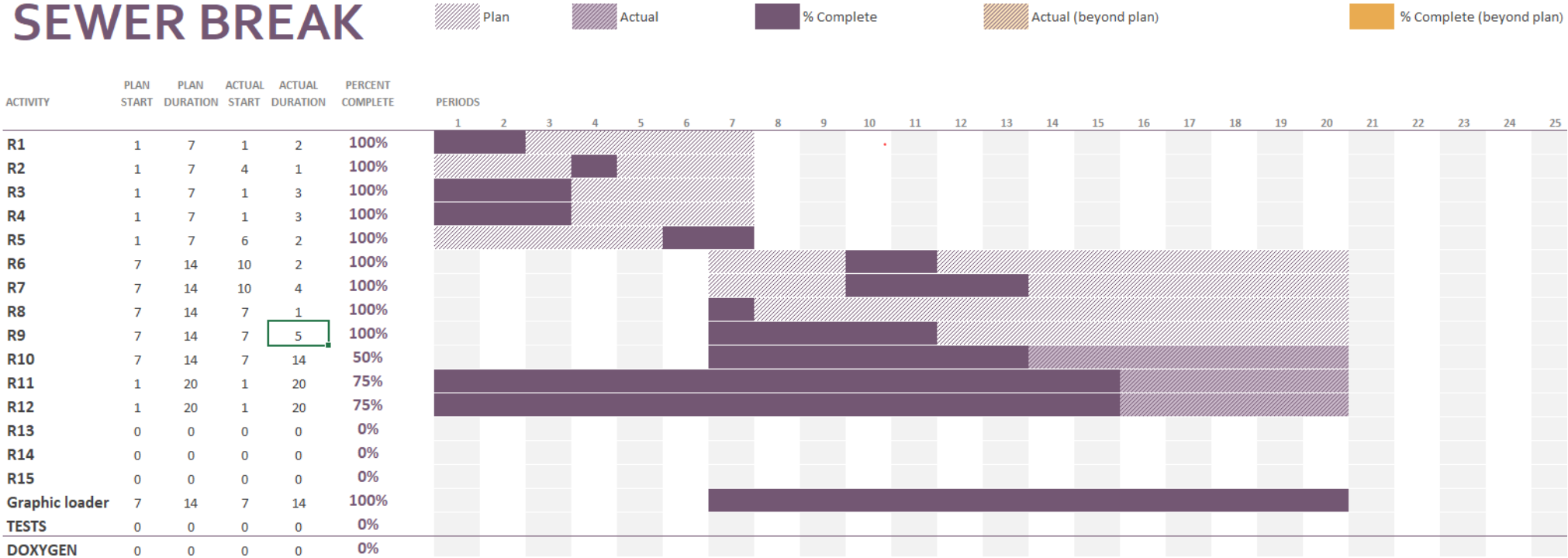


FIRST MEETING		Addressed items and decisions taken	Responsible and due date
06/04/18		R1-R2:	Juan 13/04/18
Date: 06/04/18		R3-R4:	Andrés 13/04/18
Duration: 2 hours		R11-R12:	Borja 27/04/18
Attendees:		R5:	Dan 13/04/18
Andrés Mena Godino, Juan Moreno Díez, Dan Ezequiel Roife Loira, Borja Pérez Bernardos			
Agenda (items to be addressed): Read the whole project and decide who is going to be in charge of each point of the iteration, as well as reading the grading criteria in order to assign tasks in those fields as well.		Meeting feedback. Issues to improve: Everything went as expected, no problems to report.	
		Next meeting: 13/04/18 Items to address in the next meeting: Put together the information which has been done up to requirement 5 and continue assigning requirements to each member of the team.	

SEWER BREAK

WEEK 2 SUMMARY

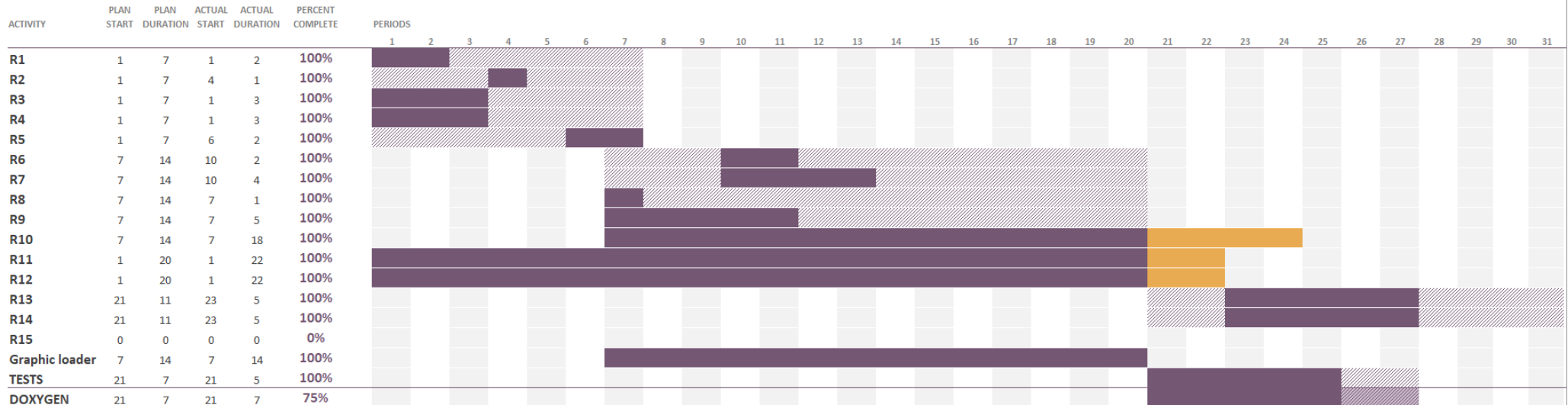


SECOND MEETING
13/04/18
Date: 13/04/18
Duration: 2 hours
Attendees: Andrés Mena Godino, Juan Moreno Díez, Dan Ezequiel Roife Loira, Borja Pérez Bernardos
Agenda (items to be addressed): See if the requirements from R1 to R5 have been completed and that everything works without warnings or errors. Check that Borja has been properly working on the story. In case everything has been done, assign more points. In other case, take a decision of how to manage time.

Addressed items and decisions taken	Responsible and due date
R6-R7	Andrés 27/04/18
R8-R10	Juan 27/04/18
R11-R12	Borja 27/04/18
New graphic loader-R9	Borja 27/04/18
Meeting feedback. Issues to improve: More communication needed between the members of the team, because some modules were modified by two team members at the same time, and it was difficult to put together the information.	
Next meeting: 27/04/18	
Items to address in the next meeting: Check that every team member has been working on the tasks which had been assigned and continue with the project organisation.	

## WEEK 3 SUMMARY

## SEWER BREAK



## THIRD MEETING

27/04/18

Date: 27/04/18

Duration: 2 hour

## Attendees:

Andrés Mena Godino, Juan Moreno Díez, Dan Ezequiel Roife Loira, Borja Pérez Bernardos

**Agenda** (items to be addressed): Check if every member of the team has been doing their work, upload the information in order to put everything in the same folder, check if the makefile is working when joining everything. Keep thinking on how the story is going to evolve and assign the final working points of the iteration.

## Addressed items and decisions taken

## Responsible and due date

Design the rooms of the game

Borja 03/05/18

R13-R14

Dan Ezequiel 06/05/18

Doxigen (for everything that has been changed)-R10

Juan 03/05/18

Unit tests (for new functions introduced)

Andres 03/05/18

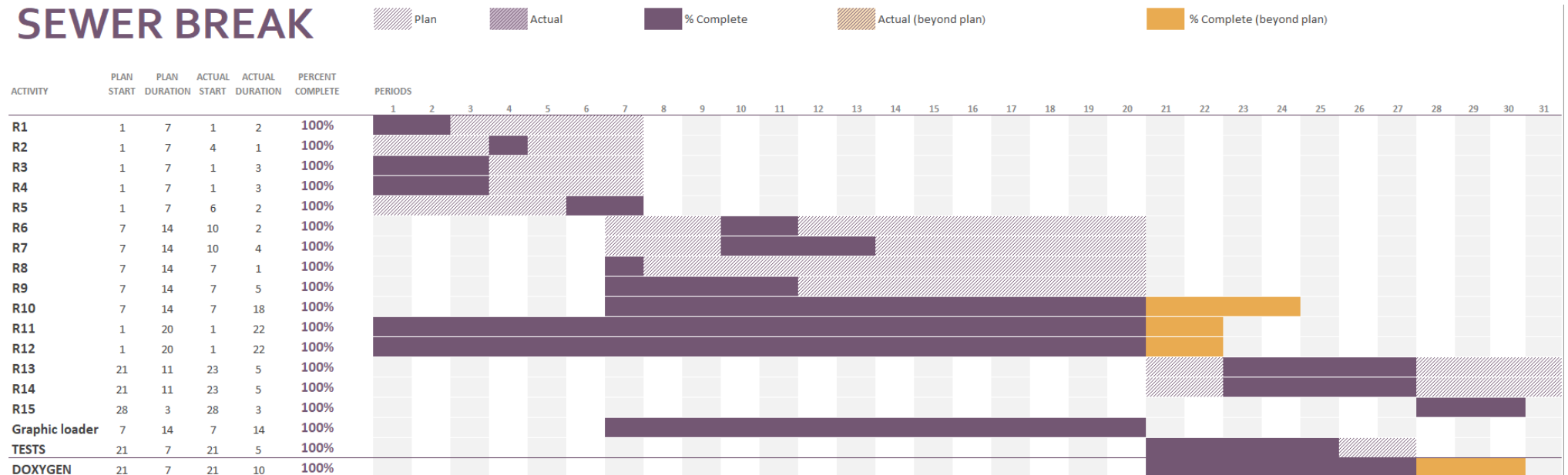
**Meeting feedback.** Issues to improve: In order to do the requirement 10, we need to work more on the story, so that an accurate description of the spaces, objects, etc. can be included in the data file.

## Next meeting: 03/04/18

Items to address in the next meeting: See if the makefile is working properly with all the new files and changes which have been introduced in the modules and check each other's work in order to make sure the style used is homogenous. Check that the data file is completed and that we are on time to finish the project.

## SEWER BREAK

## WEEK 4 SUMMARY



03/05/18

**Duration:** 2 hours

Andrés Mena Godino, Juan Moreno Díez, Dan Ezequiel Roife Loira, Borja Pérez Bernardos

**Agenda** (items to be addressed): Put together everything, decide whether we are going to try to make the last requisites or if we prefer to use that time to make the rest of the project better

Responsible and due date

Andrés

All the team
--------------

**Next meeting:** No more meetings