



# Docs

Name	Created	Created By	Last Edited Time	Participants	Type
<u>Terminal Feature</u>	@Jan 3, 2021 8:36 PM	Gabriel Villalonga	@Jan 3, 2021 9:31 PM		
<u>Create a problem and test cases!</u>	@Dec 14, 2020 8:51 PM	Gabriel Villalonga	@Dec 14, 2020 10:18 PM		Weekly Sync
<u>Create custom libraries for the user and how to create problems in the game.</u>	@Nov 16, 2020 7:04 PM	Gabriel Villalonga	@Nov 16, 2020 8:05 PM		
<u>Code execution pipeline</u>	@Nov 16, 2020 7:03 PM	Gabriel Villalonga	@Nov 16, 2020 7:04 PM		
<u>How events and actions of the user are gonna work inside the Unity Game, and how are they declared</u>	@Nov 10, 2020 8:37 PM	Gabriel Villalonga	@Nov 10, 2020 9:08 PM	Gabriel Villalonga	Weekly Sync
<u>How handlers would work in the educational game</u>	@Nov 10, 2020 8:18 PM	Gabriel Villalonga	@Nov 10, 2020 8:37 PM	Gabriel Villalonga	Weekly Sync
<u>Sprint Planning</u>	@Nov 10, 2020 8:18 PM	Gabriel Villalonga	@Nov 10, 2020 8:18 PM		Sprint Planning
<u>Post-mortem</u>	@Nov 10, 2020 8:18 PM	Gabriel Villalonga	@Nov 10, 2020 8:18 PM		Post-mortem
<u>Daily Standup</u>	@Nov 10, 2020 8:18 PM	Gabriel Villalonga	@Nov 10, 2020 8:18 PM		Standup
<u>Weekly Sync</u>	@Nov 10, 2020 8:18 PM	Gabriel Villalonga	@Nov 10, 2020 8:18 PM		Weekly Sync
<u>Ad Hoc Meeting</u>	@Nov 10, 2020 8:18 PM	Gabriel Villalonga	@Nov 10, 2020 8:18 PM		Ad Hoc