

# Logbook

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|--------------|--------------------|---------------|
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| Arvid Nyberg | Marcus Schagerberg | Jakob Windt   |

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# 1 LP3

## 1.1 Week 1

### Problems

During the first week no major problems were encountered.

### Proposed Solutions

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### Reflections

The team feels that they have sufficient guidance in which tool to investigate for the product development. Each and everyone also feels satisfied with being assigned a static role throughout the whole project.

### Meetings

An introduction meeting was held the first day of the course, as well as a secondary meeting to do some general planning and work-assignment. The first meeting with our supervisor was held

### Interim Goals

Everyone should familiarize themselves with the relevant tool we are using and the protocols and tools related to their specific role within the project.

### Description of Individual Performance

- **Martin Blom**  
I spent my time mostly looking at tutorials and getting to know Unity. I also worked on fixing templates for documentation since i have the role of Secretary.
- **Felix Jönsson**  
Brushed up on my Scrum knowledge since I was assigned as the team's Scrum Master. Also installed necessary tools and did some "Hello World" projects of varying difficulty in Unity.
- **Hannes Kaulio**  
This week I mainly watched unity tutorials.
- **Arvid Nyberg**
- **Marcus Schagerberg**  
I focused on administrative tasks such as preparing the time report and

setting up a CI/CD for autocompilation of LaTeX documents. In addition to that I setup a document structure in Overleaf

- **Jakob Windt**

This past week I spent my time mostly on getting to know Unity. For example, I made a simple program where the user can move around on a flat surface, as well as jump. Furthermore, I spent some time in Overleaf, creating a template for the weekly logbook.

## 2 LP4