Holy Guacacode Meeting Log

Date: October 29th

Meeting Type: In class SCRUM

Topics:
- Things to add on from project 4 brainstorm
- Agreed on enemies, multiple levels
- Need to add physics functionality

Date: October 31st

Meeting Type: In class SCRUM

Topics:
- Identified new scripts to be written
- Spread out work for upcoming week

Date: November 5th

Meeting Type: In Class SCRUM

Topics:
- Updated Group on individual work
- Tested game to find bugs
- Started identifying test points

Date: November 9th

Meeting Type: In Class SCRUM

Topics:
- Update on individual work
- Completed physics and enemy scripts
- Making more enemies

Date: November 14th

Meeting Type: In Class SCRUM

Topics:
- New enemy scripts not working with scenes
- Made new levels and tested new platforms

Date: November 19th

Meeting Type: In Class SCRUM

Topics:
- Talked about plans over thanksgiving break, what needed to be finalized.
- Split up final work

Date: November 25th

Meeting Type: Video Meeting

Topics:
- Finished up final topics
- Talked about presentation and what to talk about