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| ***Sprint 1 Meeting Minutes***  **Rush Racing** game by **The Fast and the Curious**  Team Members:  Bernadette, Henry, Immanuel, Maya & Tyrell |

Monday 2:30 ~ 2:45, Wednesday lab time, Friday 12:00 ~ 12:15

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| **Date** | **Attendees** | **Discussion** |
| 4 May | Everyone | Topics to discuss:   * ~~Go over list collated of set-up tasks and distribute these tasks, group discussion to figure out if any more set-up tasks needed~~ * ~~Figure out a schedule for our meeting minutes~~   Today’s discussion:   * Organised daily stand up meeting times * Assigned our set-up tasks to each person * Set up a meeting for tomorrow to discuss what we have done for set-up and iron out any issues with our project |
| 6 May |  | Bernadette: imported database, no impediments  Immanuel: imported assets, dressing up the track scene, minor hiccups related to github  Henry: making car models, terrain models,  Tyrell: making ui and menus, today finishing up on ui and menus  Maya: imported car controller scripts, will be improving these scripts. Issues: some github issues |

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| 8 May | Attendees:  Henry  Maya  Tyrell  Immanuel  Missing:  Bernie | Bernie:   * **N/A**   Immanuel:   * **Things done since last meeting:** working on HUD (trello user story), lap timer lap counter, saving best time into HUD, everything working as it should. Cutscene when race finished. Found tutorial for speedometer * **Things to do before next meeting:** Make a cutscene for race finishing, add in speedometer. Sort out github. * **Any issues?:** Github.   Henry:   * **Things done since last meeting:** How to create lists for menu selection when there is a few items, created sketch up for map and difficulty selection UI menu * **Things to do before next meeting:** Figure out how to display these lists (the scripts that control them) * **Any issues?:** No   Tyrell:   * **Things done since last meeting: Worked on UI, looked for youtube different ways to work through user stories. Looked at how to pause in game.** * **Things to do before next meeting: Start on pause menu (user story)** * **Any issues?:** Nothing other than github.   Maya:   * **Things done since last meeting:** Added the Huracan car model Henry made and added the car controller scripts to that * **Things to do before next meeting:** Planning out the currency user story and have that done hopefully this weekend * **Any issues?:** No issues |
| 11 May |  | Bernadette:   * Things done since last meeting: implemented test maps for mini maps * Things to do before next meeting: keep doing mini maps, almost finished user story * Any issues?: nothing   Immanuel:   * Things done since last meeting: touching up HUD, almost done with user story * Things to do before next meeting: figure out how to correctly get the speed of car to use in speedometer * Any issues?: finding speed of car   Henry:   * Things done since last meeting: finished one user story for menu * Things to do before next meeting: start on next user story * Any issues?: no issues   Tyrell:   * Things done since last meeting: working on user story for pausing game, complete 2 user stories * Things to do before next meeting: connect pause script up to a pause button in race scene * Any issues?: no issues, still getting familiar with github   Maya:   * Things done since last meeting: created profile creation scene, scripts to access DB * Things to do before next meeting: refine and fix bad programming in scripts created, finish up user story * Any issues?: was having issues with SQlite DB programming and github but okay now |
|  |  | Bernadette:   * Things done since last meeting: * Things to do before next meeting: * Any issues?:   Immanuel:   * Things done since last meeting: * Things to do before next meeting: * Any issues?:   Henry:   * Things done since last meeting: * Things to do before next meeting: * Any issues?:   Tyrell:   * Things done since last meeting: * Things to do before next meeting: * Any issues?:   Maya:   * Things done since last meeting: * Things to do before next meeting:   Any issues?: |
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