**Assignment 1 – Game Engine Group Project  
Sprint 1**

Part of the marking scheme is to have at least **10** recorded meetings with your team. Please refer to the assignment specifications.

1. **Sprint Number**: 1
2. **Date of sprint**: 12/10/2022
3. **Team Name**: TBD
4. **Members Present**:
   * Ben Tiley
   * Paddy Thorpe
   * Oliver Burrows
   * Xiang Li
   * Yusupha Sanyang
5. **Summary Objectives for Period** – What should have been done by now? (max 100 words):

Team has discussed strengths and weaknesses and assigned roles based on this. We have discovered we have a pretty even mix with at least 2 people having strengths in every area. Ben said his strengths were design, 3d modelling , and documentation. Paddy’s strengths are based around the creative with little coding experience. Oliver has experience in both coding and game engine work. Yusupha has experience in both coding and 3d modelling although has said that the actual design side of things is where he struggles. Xiang Li said his strengths center around coding and documentation.

1. **Summary of Progress for Period** – How did you progress? (max 100 words):

Since we as a group have a decent mix of skills we have decided that who ever has the idea that we use will become the product owner as they will have the most detail in their vision. Since Xiang Li and Ben both said they have documentation experience the scrum master will be one of these people.

1. **Summary Problem Areas** – What went wrong?(max 100 words):

N/A

1. **Objectives, Deliverables & Plan for Next Period** – What will you do between now and next sprint?:
   * **Product Backlog** (tasks left to do):
     1. Decide on an idea
     2. Find inspiration of what kind of game we want to make
     3. Possible Designs/mechanics
     4. Create a short pitch for your idea
2. **Date of next Meeting**: 26/10/2022