

Attendees: Fabio Tinoco, Juan Diaz-Zuluaga, Richard Rodriguez

Start time: 7:40 pm

End time: 8:10 pm

<Fabio Tinoco>:

- How many hours did I work since the last meeting?
 - 2
- What was done since the last scrum meeting?
 - Discussed on how we'll be approaching the development of the mod.
I will be designing the ideas for how the visuals are going to look like.
Downloaded Blockbench, a 3D design tool for Minecraft and other block-based games.
- What is planned to be done until the next scrum meeting?
 - I will be designing the ideas for how the visuals are going to look like.
- What are the hurdles?
 - None at the moment.

<Juan Diaz-Zuluaga>:

- How many hours did I work since the last meeting?
 - 2
- What was done since the last scrum meeting?
 - Got access to the new GitHub Repo, so we are all connected to the same environment, and we can work on the same code. Discussed about the concept how to approach it
- What is planned to be done until the next scrum meeting?
 - Start brainstorming on the concept of art and the basics, and once we have that, then create a small mod modification to test it.
- What are the hurdles?
 - None at the moment.

<Richard Rodriguez>:

- How many hours did I work since the last meeting?
 - 2
- What was done since the last scrum meeting?
 - Explored tradeoffs of different modloaders

- What is planned to be done until the next scrum meeting?
 - Explore and research into the “Out of View” event implementation
- What are the hurdles?
 - N/A