

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

Start time: 2:20 pm

End time: 2:50 pm

<Fabio Tinoco>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Finished the default design of the Starfolk(Alien)
- What is planned to be done until the next scrum meeting?
 - Use the finished Starfolk as a template for the other models of the classes of Aliens.
Will be working towards adding them into Minecraft.
- What are the hurdles?
 - None at the moment.

<Juan Diaz-Zuluaga>:

- How many hours did I work since the last meeting?
 - 3
- What has been done since the last scrum meeting?
 - Worked more on the design for some of the mobs.
- What is planned to be done until the next scrum meeting?
 - Keep working on the models; use the model Fabio created as a template. As well as start on the design of the different items that will include the mod
- What are the hurdles?
 - None at the moment

<Richard Rodriguez>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Research details on how to implement “Biome Takeover” feature
- What is planned to be done until the next scrum meeting?
 - Continue research and planning on how to implement “Biome Takeover” feature
- What are the hurdles?
 - N/A