

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

Start time: 9:30 pm

End time: 10:00 pm

<Fabio Tinoco>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Finished one of the Models for the Aliens.
- What is planned to be done until the next scrum meeting?
 - See what other versions I could develop before 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 on more item and weapon designs like the great axe
- What is planned to be done until the next scrum meeting?
 - Keep working on the items and weapons design, look for more weapon ideas, and some possible items.
- 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?
 - Explored the Serene Seasons codebase to explore usage of mixins and events globally
- What is planned to be done until the next scrum meeting?
 - Continue research and planning on how to implement “Biome Takeover” feature
 - Continue to look into other mod case studies
- What are the hurdles?
 - N/A