

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

Start time: 9:30 pm

End time: 10:00 pm

The following user stories were created / discussed / refined / prioritized:

- User Story 4 <Create implementation plan>
 - Research into how Minecraft chunk and biome generation works and research other similar virus-like mods to create a concrete plan to implement the desired feature.
- User Story 5 <Creation of initial assets>
 - As a team, there should be a group of assets like blocks/mobs to help the implementation of the “Out of View” event implantation.
- User Story 3 <Role & Responsibility Planning (Upcoming Work)>
 - The team began identifying individual strengths and interests to define responsibilities for the coming weeks.

The user stories below are completed:

Still under development.