

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

Start time: 10:30 pm

End time: 11:00 pm

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

- 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 7 <Create Scaffold for Items, Tools, and Mobs>
 - Create the bolder plate and Data Generation for Items, Tools, and Mobs to make it easy to add new content to the mod

The user stories below are completed:

- User Story 6 <Initial Biome Takeover Feature>
- User Story 3 <Role & Responsibility Planning (Upcoming Work)>