

# Sprint 4

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

Start time: 9:50 pm

End time: 10:20 pm

After discussion, the velocity of the team was estimated to be 10 Story Points

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

- User Story 6 <Initial Biome Takeover Feature>
  - Implement the Biome takeover by using the created Implementation Plan created in the previous Sprint.
- 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.
- User Story 7 <3D designs and mechanics>
  - As developers we should brainstorm, sketch, and design several items that are going to be implemented in this mod

The team members indicated their willingness to work on the following user stories.

This sprint will be focused on the further development of the mod features, like the design of the biome, the biome takeover, and the designs for characters and items, as well as the story of the mod itself.

User Stories will be ranked in priorities

- <Fabio Tinoco>
  - User Story 6 <Initial Biome Takeover Feature>
  - User Story 5 <Creation of initial assets>
  - User Story 3 <Role & Responsibility Planning (Upcoming Work)>
- Richard Rodriguez
  - User Story 6 <Initial Biome Takeover Feature>
  - User Story 5 <Creation of initial assets>
  - User Story 3 <Role & Responsibility Planning (Upcoming Work)>
- Juan Diaz-Zuluaga

- User Story 5 <Initial Biome Takeover Feature>
- User Story 4 <Create implementation plan>
- User Story 7 <3D Design and Mechanics>