

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

Start time: 10:25pm

End time: 10:55pm

<Fabio Tinoco>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Researching how world generation works for custom builds for the alien camps.
- What is planned to be done until the next scrum meeting?
 - Start registering blocks and mobs into the game.
- What are the hurdles?
 - None.

<Juan Diaz-Zuluaga>:

- How many hours did I work since the last meeting?
 - 3
- What has been done since the last scrum meeting?
 - Kept working on how to do the animations and found a way to create animations for the models
- What is planned to be done until the next scrum meeting?
 - Start on the work of the animation of the humanoid characters, then move to the fauna.
- What are the hurdles?
 - Outside-of-university responsibilities and time management

<Richard Rodriguez>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Merged in PR for tools, mobs, and weapons
- What is planned to be done until the next scrum meeting?
 - Continue make changes to Biome Takeover
 - Fix bugs related to Biome Takeover
- What are the hurdles?

- N/A