

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

Start time: 9:40 pm

End time: 10:10 pm

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

- User Story 10 <Model animations>
 - As developers, we should create the different animations and interactions that each of the models are going to have.
- User Story 8 <As a user I want imported assets on the mod>
 - Import all the assets made from the 3D models into the mod pack to test it in-game.
- User Story 9 <As a user, I want a seamless experience on the biome overtake.>
 - Update the biome takeover so it can also infect trees and the fauna and flora that are around it.
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The user stories below are completed:

- 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