

Sprint 5

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

Start time: 11:00 pm

End time: 11:30 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 7 <3D designs and mechanics>
 - As developers we should brainstorm, sketch, and design several items that are going to be implemented in this mod
- User Story 8 <As a user I want imported assets on the mod>
 - Import all the assets made from the 3D models in to the mod pack to test it in game.
- User Story 9 <As an user i want a seamless experience on the biome overtake>
 - Update the biome take over so it can also infect trees and the fauna and flora that is around it.

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 8
 - Aid on user user stories of teammates
- Richard Rodriguez
 - User story 9
 - Aid on user user stories of teammates
- Juan Diaz-Zuluaga
 - User story 7
 - Aid on user user stories of teammates

