

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

Start time: 10:30pm

End time: 11:00pm

<Fabio Tinoco>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Finished implementing all the aliens and blocks into the game.
- What is planned to be done until the next scrum meeting?
 - Start to code how villages and vegetation spawn in the taken over biome.
- What are the hurdles?
 - Making sure code is working properly before demo.

<Juan Diaz-Zuluaga>:

- How many hours did I work since the last meeting?
 - 3
- What has been done since the last scrum meeting?
 - Started working on the poster
- What is planned to be done until the next scrum meeting?
 - Finish up the poster, and help on the correction of the rendering of the spawn models.
- What are the hurdles?
 - None

<Richard Rodriguez>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Updated Mod Blocks
- What is planned to be done until the next scrum meeting?
 - Create Flowchart for poster
 - Update Biome Takeover with new ModBlocks
- What are the hurdles?
 - N/A