

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

Start time: 10:50pm

End time: 11:20pm

<Fabio Tinoco>:

- How many hours did I work since the last meeting?
  - 3
- What was done since the last scrum meeting?
  - Fixed assets for Aliens due to an issue with incompatible file types for the code.
- What is planned to be done until the next scrum meeting?
  - Finish implementing alien entities into the game and then start assisting with the biome spread code.
- 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?
  - Corrected the animations for the models that needed change
- What is planned to be done until the next scrum meeting?
  - Review code and help with fixes and implementations
- 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?
  - Start working on generation of fauna after biome takeover
- What is planned to be done until the next scrum meeting?
  - Continue working on generation of fauna after biome takeover
- What are the hurdles?
  - N/A