

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

Start time: 10:50 pm

End time: 11:20 pm

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

- ☐ 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.

The user stories below are completed:

- ☐ User Story 5:
 - As a team, there should be a group of assets like blocks/mobs to help the implementation of the “Out of View” event implementation.
- ☐ 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 10 <Model animations>
 - As developers, we should create the different animations and interactions that each of the models are going to have.