

Sprint 6

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 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 to take over so it can also infect trees and the fauna and flora that are around it.
- User Story 10 <Model animations>
 - As developers, we should create the different animations and interactions that each of the models are going to have.

The team members indicated their willingness to work on the following user stories.

This sprint will be focused on the implementation of everything that has been done and put together, the biome takeover function, the models, as well as some additional assets like village generation, and new blocks.

User Stories will be ranked in priorities

- <Fabio Tinoco>
 - User story 8
 - Aid on user user stories of teammates
- Richard Rodriguez
 - Uster story 9
 - Aid on user user stories of teammates
- Juan Diaz-Zuluaga
 - Uster story 10
 - Aid on user user stories of teammates

