

Daily Scrum Meeting Minutes:

Attendees: Marcus Ragoobar, Bryan Diaz, Joshua Rodrigues, Hossam Keddees

Start time: 10:00 P.M.

End time: 10:30 P.M.

<Marcus Ragoobar>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Started implementing player data storing
- What is planned to be done until the next scrum meeting?
 - Continue implementing player data storing
- What are the hurdles?
 - Figuring out how to effectively code my part to integrate with others

<Joshua Rodrigues >:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Made it so the player choice dialogue appears before the npc response and allowed for a next button
- What is planned to be done until the next scrum meeting?
 - Keep working on it, until it can do what it needs, and try to add more npcs to the mix
- What are the hurdles?
 - Finding the best time to communicate with all of my team members

<Bryan Diaz>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - I worked on combining the various dialogue systems created by our group
- What is planned to be done until the next scrum meeting?
 - Continue to work on combining the various dialogue systems created by our group
- What are the hurdles?
 - I lack experience with the Unity engine so I may need additional time to work on my parts of the project

<Hossam Keddees>:

- How many hours did I work since the last meeting?
 - 3

- What was done since the last scrum meeting?
 - I've been building out the notebook more and gradually adding data, while also pulling in notes from the meeting with the project owner.
- What is planned to be done until the next scrum meeting?
 - Keep pushing forward on the notebook and layer in more details, plus brainstorm and jot down some fresh notes.
- What are the hurdles?
 - Some of the tasks in the notebook are on the complex side, and I'm still working to wrap my head around the underlying logic.