

Daily Scrum Meeting Minutes:

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

Start time: 8:00 P.M.

End time: 8:30 P.M.

<Marcus Ragoobar>:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Continued implementing player data storing
- What is planned to be done until the next scrum meeting?
 - Finish 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?
 - Kept working on adding them to the game with collision so player is able to maneuver
- What is planned to be done until the next scrum meeting?
 - Make code so that player is able to teleport between rooms when going through doors
- 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?
 - Kept combining the completed dialogue system and tying it to the overworld system
- What is planned to be done until the next scrum meeting?
 - Combine the completed dialogue system and tie it to the overworld system
- 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?
 - Redone the whole project from scratch
- What is planned to be done until the next scrum meeting?
 - Polishing the notebook UI
- What are the hurdles?
 - Learning new ways to make the UI look better