

Daily Scrum Meeting Minutes:

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

Start time: 8:30 P.M.

End time: 9:00 P.M.

<Marcus Ragoobar>:

- How many hours did I work since the last meeting?
 - 2
- What was done since the last scrum meeting?
 - Brainstormed more ideas for the project
- What is planned to be done until the next scrum meeting?
 - Continue to brainstorm Ideas for the Project
 - Learning Unity UI
- What are the hurdles?
 - Finding the best start place as well as having to learn the Unity UI from scratch as I have no prior knowledge of it.

<Joshua Rodrigues >:

- How many hours did I work since the last meeting?
 - 2
- What was done since the last scrum meeting?
 - Researched aspects for game design such as dialog systems and have been brainstorming
- What is planned to be done until the next scrum meeting?
 - Keep brainstorming and find out more about resources we can use for the layout if the game
- 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?
 - 2
- What was done since the last scrum meeting?
 - Resumed researching Unity engine and learning how to program aspects of the game in accordance with our design doc
- What is planned to be done until the next scrum meeting?
 - Continue to familiarize myself with the Unity engine
 - Brainstorming project ideas
- What are the hurdles?
 - I lack experience with the Unity engine so I may need additional time to familiarize myself with actually working in it

<Hossam Keddees>:

- How many hours did I work since the last meeting?
 - 2
- What was done since the last scrum meeting?
 - Discussing the notes, and going through them with team members to brainstorm further ideas.
- What is planned to be done until the next scrum meeting?
 - Continue analyzing the zoom notes and start shaping them into a clear project plan.
- What are the hurdles?
 - Slowly learning unity