

## Daily Scrum Meeting Minutes:

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

Start time: 7:00 P.M.

End time: 7:30 P.M.

<Marcus Ragoobar>:

- How many hours did I work since the last meeting?
  - 2
- What was done since the last scrum meeting?
  - Learning Unity
  - Brainstorming Ideas
- What is planned to be done until the next scrum meeting?
  - Continue to brainstorm Ideas for the Project
  - Continue learning Unity UI
- What are the hurdles?
  - Trying to understand how to use the project ideas in unity

<Joshua Rodrigues >:

- How many hours did I work since the last meeting?
  - 2
- What was done since the last scrum meeting?
  - Downloaded librespriate and learned how to maneuver around it, and kept brainstorming
- What is planned to be done until the next scrum meeting?
  - Learn more about Unity's systems for key aspect and functions in our 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?
  - Continued 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?
  - Practicing unity engine with my group members
- What is planned to be done until the next scrum meeting?
  - learn unity and brainstorm project ideas
- What are the hurdles?
  - Trying to understand how to use the project ideas in unity