

Daily Scrum Meeting Minutes:

Attendees: Marcus Ragoobar, Bryan Diaz, Joshua Rodrigues, 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?
 - 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?
 - Played with Unity's systems to get a grasp on some important aspect we might need for the project, and kept brainstorming
- What is planned to be done until the next scrum meeting?
 - Keep learning about Unity, and brainstorming
- 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