

Monday 11/3 Meeting

Scrum conclusion

- List actual time -> Calculate metrics and time reporting (can be done after)
- Figure out where we are at with game design, allocate stories for next sprint
- Agenda for tomorrow meeting?
- Presentation Time?

12/2 4:00, 4:25, 4:50, 5:15, ~~5:40~~, 6:05

12/4 4:00, 4:25, 4:50, ~~5:15~~, ~~5:40~~, ~~6:05~~

12/9 4:00, 4:25, 4:50, ~~5:15~~, 5:40, 6:05

Create models

- Tetrahedra
- Linear and Trigonal Planar

Create basic base

- drop collectables of at base

Create preliminary HUD and timer

Iterate on game design

Damage to ship when hitting obstacles

- incremental screen cracking

Molecule rotation

Agenda:

- Present scrum deliverables
 - navigation and molecules
- Discuss interim presentation times
- Discuss current game design
 - molecule rotations
 - discuss zones
 - discuss macromolecules
 - discuss required molecule for upgrades
 - comments on other things over the next couple of days
- Testing Strategies
- Review sprint 3 tasks (time permitting)