Meeting for 3-10-16

1. Review what was accomplished during this past sprint
   1. Server side
      1. Deployment method has been researched and determined
      2. Progress has been made with network communication from Unity so that stats can be saved on the server
   2. Game
      1. Accepting tasks from the HUB is close to being done
      2. Incrementing task progress completion is being developed
2. Determine what should be worked on for next sprint
   1. Server side
      1. Enable students to view their own stats
      2. Enable students to select their instructor and class from a drop down
      3. Allow instructors to filter the student data based on student’s in their classes
   2. Game
      1. Complete Task System...
      2. Additional level development?
      3. Others?
   3. All
      1. Finish implementing the means for the game and the website to interact with a single database
3. Other relevant thoughts, comments, and concerns?
4. Dismiss