

## Lobby Group Meeting #2

2016-02-19, 15:06:55

### Attending group members:

Paul - Team Leader, Concept, Database  
Adolfo - Integration  
Maria - Content  
Dana -UI  
Guanming - server

### Other Attendees:

### General Summary of Discussion:

- Checked to see if people were getting the client to working
- Got everyone's Wob\_client running

### Ideas

- Adding a UI that show the current players that are logged on
  - To create the illusion of a populated server
- Fix it
- Fix the piling game scenes
- Player stats/ inventory
- Lobby as like a social media hub
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### Shop/inventory

- Unlocking whole species
  - This should have relevance to the minigames
  - Can only use species that you unlock in the minigames
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### Scrum:

**Name (Operating system)**

### Questions:

What will you do by next meeting?

Any blocks?

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