We’re diving into work on the Minecraft for Learning Project. In this first week, we set up our workspace, chose a name for our project team (Pixel Pushers), had our first client call with MinecraftEdu, brainstormed and playtested the current MinecraftEdu software, and ironed out our primary roles:

- **Dave Bennett**  Programmer
- **Romain Deciron**  Programmer
- **Dave Faulkner**  Designer
- **Szu Yuan Scott Chen**  Artist/Designer
- **Yotam Haimberg**  Designer/Artist
- **Eugene Kang**  Documentation/Sound Design
- **Anthony Hildebrand**  Producer

We’re also fortunate to have extremely varied backgrounds and skillsets, with quite a bit of overlap. To leverage this, we’ll be using a scrum development model going forward, looking to maximize the effectiveness of this strong, large team, with individuals able to bleed into and assist other roles as needed.

### STARTING OUT

Our first client call was productive – we have a lot of places to go, so we’re looking to start running right away and start finishing the most cost-effective tasks as quickly as possible. To that end, our tasks for next week shall be:

- Examining defined problems, and beginning to tackle at least one:
  - Adding/using block metadata in-game, statistic tracking for an evaluation tool, improving launcher and game UI
  - Identifying MinecraftEdu wiki trouble spots, beginning to clear them up
  - Working on our team’s printed materials and website

In addition, we’ve reached out to another ETC project team about using their client for future playtesting, and also have a promising lead on a local school district that would be thrilled to have a project like ours for playtesting there.