In this week we have finished our progress report and are preparing to do the progress report presentation. We also have identified some troubling things within the system. We mentioned to our project sponsor of the inefficiencies and problems found within the code and requested a restructuring of the code base. It got approved and all future tasks were put on hold. James worked on separating the UI from the game functionality code. Walker worked on making a base class for all the game tasks to make them easier to edit for current and future games. Adam Worked on all the menus (Stop, settings end of game) and make sure all the buttons and text are set up and shown properly.

	Week 7						
	Su	M	T	W	Th	F	S
Scrum Meeting		X	X	X	X	X	