

In this week we started to slowly start to pick up more tasks that were agreed on the project charter. Walker finished up working on the game mode and coordinated with Adam to get the correct info for all the game points and percentages to convert correctly to the game over screens. Adam worked with Walker to get the info properly moved over as well as working on the progress indicator for the “Just Drills” task. James worked on adding new characters to the application and the game show UI bugs.

	Week 9						
	Su	M	T	W	Th	F	S
Scrum Meeting		X	X	X	X	X	