

In this week we talked about our progress report and started that document. We also informed our sponsor that we are starting to tackle the JavaScript files and it is not well commented and the production of things may slow down. James worked on some of the menu bugs such as certain buttons taking you to wrong menus and other Ui bugs. Walker worked on making a confirm button for the game and making it more forgiving on mobile devices. Adam worked on fixing the “Stop” button menu from having the stuff in the background keep showing up after the buttons was pressed

	Week 6						
	Su	M	T	W	Th	F	S
Scrum Meeting		X		X		X	