

10/16 Online Meeting

- Attendees: Everybody
- Today's meeting is mostly to discuss what we did throughout the week.
- Christine: Finish designs of round intro, round stats/results pages and general work on front end functionality/design
- Thatcher: Added pause button/screen, mute button, practice page(basically main game w/o points/timer etc), added hidden function that allows you to skip to end of rounds, renamed types to make them more consistent, refactored damage functions, enabled WESD to be used for answer selection.
- Sammy: fixed bug that allowed negative numbers to occasionally appear
- Mohamed: Modified scoring system to work based on our specification/user stories
- Edgar: Added BonusLevel MVC that generates division problems and accepts user keyboard input
- Richard: JSON saving, global references to key data, AI difficulty increasing based on level