

Attendance: Everyone present

- Pull Requests
 - Text someone or group if you need something reviewed for a PR, preferably someone working on similar part of code
- Check out projects tab in github for other task/issue interface
- Goals for sprint 2:
 - Find font that we like so that we do not exclusively use images for writing
 - Add punching animation based answer correct or incorrect and answer speed
 - Criteria for this not decided
 - Implement leveling
 - Round ends when health bar of either player or computer is zero
 - Timer for problem in the each round
 - Length N
 - Round result only determined by the health bars, timer used for each question in the round
 - As level increases computer response speed should increase slightly
 - Increase difficulty every N rounds
 - Both computer response speed
 - And multiplication table type
 - Computer fighting against player
 - Deciding how to integrate Bonus level
 - Finish in between screens and help page
 - Results/stats page
 - Summary of how well you did
 - “Hardest” problems done
 - Blocking animation depending on results
 - Add percent chance that the computer gets a question wrong