- **What features were completed?**

Game 2: timer, random number generator, level score (updates after each problem) and game score (updates after player moves on from level), score checker that won't let player move on until they get a certain number of points per level, different number of points assigned depending on equation and level

Game3: timer, function to generate question in range, game score

- **What worked during the demo?**

(Have not yet done demo)

- **What issues were faced either during the development or during the demo?**

- **What were the suggestions offered by the TA?**

- **Individual contributions by each team member**

Kylie- GAME 2: html, checking answer, looping through problems during the level, keeping track of score, switching levels

Duke- Created underlying code for 2D boat game, collision, movement. Scorekeeping, random obstacle generation.

Riley- CSS: Build a basic style sheet that will be implemented in the final design. GAME 3: Worked on creating problems, timer function, and generating problems.

Jules- GAME 2 specifically: Problem generator function, random number generator, displaying the numbers on the screen

Davis- DATABASE: Set up the database that will be used for our website (have yet to connect it to our website). GAME 3: Worked on the css styling, creating problems, and making the game responsive to user's answers.

Chelsea - Added functions to 2D boat game as well as math implementation and graphics. Created login page for website with graphics and design included