Torie - Yesterday I put up some rudimentary example code to retrieve objects at a point in the World and worked on several scaling issues. Today I fixed several of the sf::Text errors and finished the implementation for drawing the objects and tying them to the already implemented sprite2dObjects. Tomorrow I will start work on the Stack Puzzle level design and implementation.

Christopher - Added replaceComponent function to replace sprites with new sprites at specified index. Added color selection for active index. Will be working on incorporating text display once its set up, as well as planning out the actual puzzle questions.

Michael - I finished work on deleting at ends, adding in the middle of list, and highlighting active cube for listpuzzle in addition to several other general improvements. Functionality is almost complete, next I will add real puzzle elements (solution set, objective, etc.) and finish polishing listpuzzle before moving on to other general needs of the app. No impediments.

Tyler - Worked on Tree Puzzle and added some functionality to parent classes and other classes, added some Q\_Object macros, and mouse click events to use in puzzle. Debugged some things. Will continue to polishing the project. Biggest limitation right now is diagnosing some persistent crashes in the project.

Zak - More tree puzzle work. Added new music that is more fitting to the application. Tomorrow I will throw some more polish on our tree puzzle. And make sure everything is fully integrated.

Eric - Implemented SFML text display inside 2D sprite objects with Torie’s help. Will pair program with other group members after lab today with whatever they need help with. The main obstacle today is the last assignment of another class and possibly platform differences with the operating systems of other members.

Meysam - Finished query and added on db.cpp and start to implemented html on Qt.