Torie - Yesterday, I helped fixed some stuff in the Array Puzzle, and designed the Game level for the Stack Puzzle, added some animation stuff and went through several bugs. Today I helped other peers with some of their issues and worked on puzzle components Tomorrow I will continue and start to finalize the the Stack Puzzle. No impediments

Christopher - Set up text display for instructions in the Array puzzle. I also got RandomNum generator set up for text in the sprites. Next i will be working on setting up the equation logic for the puzzle questions. Impediments are other classes, and finals coming up.

Michael - Added instructions, key explanations, puzzle elements, solution set/checking victory condition, and other features to listpuzzle. A few bugs were popping up so I completely overhauled and refactored listpuzzle, cleaning everything up and simplifying the design significantly. There are still a lot of missing features we need before this sprint ends so I will be working on those (making sure the username updates correctly in the corner of the screen, improving database functionality, etc.). 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 finishing touches on tree puzzle and basic integration between all of our parts. Current goal is polish and work with the team and integrate everything.

Eric - Yesterday, I helped Christopher with some array stuff after lab. Today, I will improve the design and function of the graphical user interface. The only other impediments are final assignments and studying for finals.

Meysam - Implemented html on Qt using different technique such as Bootstrap. Create Method for generating a very nice looking Html report to be open in a web browser and successfully finished Analytics Report.