

Repo Link (main):

<https://github.com/University-of-Utah-CS3505/a9-an-educational-app-theharrison255>

Overview of accomplishments for working software:

The majority of the focus was put on implementing the interface and the different menus, and because of this the interfaces and different menus are basically fully implemented (maybe some clean-up and text labels here and there that need to be added). We did this in order to put the majority of our focus on implementing the “game” portion of our application.

Meeting Notes:

12/2/2021

Harry Kim:

- What did you do yesterday?
 - Discussed the next sprint
- What will you do today?
 - Get started on actually coding.
- Is anything in your way?
 - Other work for other classes.

Joshua Taylor:

- What did you do yesterday?
 - Got some ideas for next sprint
- What will you do today?
 - Working on some ways to get potions integrated (like a potion object).
- Is anything in your way?
 - Other final projects

Cole Hanson:

- What did you do yesterday?
 - Discussed sprint 2
- What will you do today?
 - Start working on the GUI
- Is anything in your way?
 - Other classes

Braden Morfin:

- What did you do yesterday?
 - Planned out sprint 2
- What will you do today?
 - Get the github repo working and move box2d to same place as everyone else
- Is anything in your way?
 - nothing

Cory Theel:

- What did you do yesterday?
 - Planned Sprint 2
- What will you do today?
 - Look into a doc that Harry added referencing background images and audio, start working on GUI
- Is anything in your way?
 - no

12/5/2021

Harry Kim:

- What did you do yesterday?
 - Implemented a starting menu.
- What will you do today?
 - Implement the learning menu.
- Is anything in your way?
 - Other homework.

Joshua Taylor:

- What did you do yesterday?
 - Created a basic potion object class. We may or may not need that exact class.
- What will you do today?
 - Getting ingredients and potions to snap in UI locations.
- Is anything in your way?
 - Other final projects

Cole Hanson:

- What did you do yesterday?
 - Worked on improving the GUI
- What will you do today?
 - Work on GUI and start on testing game mode
- Is anything in your way?
 - No

Braden Morfin:

- What did you do yesterday?
 - Nothing
- What will you do today?
 - Start designing/thinking of how to implement potions and ingredients
- Is anything in your way?
 - Overthinking instead of coding

Cory Theel:

- What did you do yesterday?
 - nothing
- What will you do today?
 - Get the layout for the tutorial page setup

- Is anything in your way?
 - no

12/7/2021

Harry Kim:

- What did you do yesterday?
 - Got started on implementing the learning menu.
- What will you do today?
 - Finish implementing the learning menu.
- Is anything in your way?
 - Other assignments due this week and a test coming up next week.

Joshua Taylor:

- What did you do yesterday?
 - Initial implementation of snapping
- What will you do today?
 - Video for sprint 2
- Is anything in your way?
 - Other large assignments are preventing me from contributing much.

Cole Hanson:

- What did you do yesterday?
 - Worked on GUI and snapping for inventory system
- What will you do today?
 - Begin working on Test game mode
- Is anything in your way?
 - No, other than other large assignments due this week.

Braden Morfin:

- What did you do yesterday?
 - Yesterday I implemented potion and ingredients classes
- What will you do today?
 - Today I will continue to work on them
- Is anything in your way?
 - No

Cory Theel:

- What did you do yesterday?
 - Got the layout done for the tutorial page
- What will you do today?
 - Get the buttons to change tutorial pages
- Is anything in your way?
 - No