Group C

April 24, 2019

**Member Report**

**Mitch Steffens:**

* Worked on
  + Added more target types, and added the target functionality to the rest of the non-dummy targets.
* Will Work on
  + Scene and more target interactions/bug fixing
* Issues
  + Git conflicts

**Nathan Hambley:**

* Worked on
  + Changed UI to be a billboard in the play-space rather than just floating text.
* Will Work on
  + Custom inputs, so we can use our own bow code, fixing git conflicts
* Issues
  + Git conflicts

**Conor Lilley:**

* Worked on
  + Testing score + time
* Will Work on
  + Collisions + time management
* Issues
  + None