Roland Carignan 3/20/2017

* Where is your group currently in the engineering process:  
  We began our weekly scrum on monday prior to break. I gave a list of tasks based on meeting our February goals, of making the game playable. As of now it is “playable” to completion, but not really an enjoyable game. Features must be added and polishing must be done.
* What were your project's goals for the previous week?

Our goals were as the following, in priority order:

Stores addition with penalty of health for running out of food  
Must die if health runs out  
Implement work backend  
Random events  
Fix the seg fault  
Features list for Mahir  
Fill in endgame class  
Custom Character Creation and Custom Names

* What unexpected challenges did your team encounter this week?

Game difficulty with our original interpretation was too difficult, died in the first 10% of the game.

Implementing transportation types, durability, and distance to stores.

* How did the team respond to the challenges?

Brainstormed ideas, to either stop death, or prevent it. Also considering a general change in the format of death.

We came together in the facebook chat, and it was solved with some basic brainstorming

* What changes has your team implemented this week to improve its coordination and its responses to future challenges?

We have added sphinx/readthedocs to our Github repository to easily autoupdate our readme and such based on docstrings in the code as we go.