Roland Carignan 04/03/2017

* Where is your group currently in the engineering process:  
  We began our weekly scrum today, we will focus on the tasks from the week prior that are not completed, as well as any bugfixes found.
* What were your project's goals for the previous week?

Our goals evolved throughout the week, and these were the accomplished ones,  
 Began preparing for code review with a comb of the entire source making sure that everything is commented and its use explained. We also made it so if you are staying with friends, that the distance to shops changes randomly, made the characters job into a class, and made it so if a multiple of events comes up, it just increases the duration of the event rather than duplicating it.

* What unexpected challenges did your team encounter this week?

Some issues with low performance computers having unexpected trouble running the game.

* How did the team respond to the challenges?

Brainstorming about the problem, and have worked around it, solution not found yet as this problem was found last night.

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

Coordination and responses to challenges are already good, no changes.