Roland Carignan 3/06/2017

* Where is your group currently in the engineering process:  
  We began our weekly scrum on monday. I over simplified our work for the week and we finished tasks early, (minus the text box, which was both difficult and deemed unnecessary at barebone state)
* What were your project's goals for the previous week?

Our goals were split up into two teams for this week, Team One was David and Jesse, their scrum tasks of the week were:

“Story screen needs a wrapping text box with placeholder for generated conditions for the Intro Story(Event at the first month?), Month as a number, (The month is 14 for example). The screen needs one button to continue to the next main game screen which also increments the month counter (starting at 0). Can begin the main option screen at home if you have more time. Just begin with the buttons and prioritize adding a go to work screen without accounting for the walk/drive yet.)”

Team Two, was Roland and Nick:

“Fix the link to go to previous page on character generation, assign placeholder variables for the character values and the text box to input and **save a name**. Needs a button to continue to main story screen.”

* What unexpected challenges did your team encounter this week?

We last week had edited a text wrapping function to notice /n as a new line. It seemed to be working but we discovered a bug this week which meant it would strip the last word off and in some situations entire sentences would disappear. We refactored the code and put in the extra check of the key being” /n” with an extra space. This meant that in the worst case it would cut off the space from the newline character and leave an extra space, which is not noticeable because the text is wrapping to the next line in the box. We also had a giant mess when in the middle of the scrum, both teams worked at the same time. We had to manually edit the pieces together and got it in working order, but are trying to not work simultaneously on different builds in the future when at all possible. Incrementing the date, the class initialization was not working as intended and we ended up reinitializing the class each time.

* How did the team respond to the challenges?

The team found ways around them, we have been programming in pairs and as such have someone to bounce ideas off of all the time. This is very useful and allows two people to know the code implemented well, so the following week when teams swap partners, we get different balances, but everyone knows at least half the code.

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

We did not really implement any big changes coordination wise, we still use the facebook group to keep in contact about free time and opportunities to meet outside of class. We just are trying to communicate as much as possible