# Creaking Grounds

## Sprint 9 – December 2, 2015

### Overall:

This week we did not complete any work because it was Thanksgiving Break. Our team had already prepared our game for Beta release before Thanksgiving Break so no work was needed to be done this week. It was time to reward the team for working so hard. For this upcoming Beta release, we have already made our surveys and download links available. We did have some people test our game to ensure all bugs before official beta release were not present. The testers did not find any bugs.

### Tasks and Time Commitment:

|  |  |
| --- | --- |
| Andrew Eagle |  |
| Conner Garrison |  |
| Sean Drevs |  |
| Jason Marquez |  |

### Incomplete Tasks:

No Incomplete Tasks

### Burndown Chart: