Group 5 Date: March 22nd Time: 15:00 Duration: 20 Minutes

Present, on time: Dan Hrubec, Julian Gonzales, Joseph Canning, Victor Fong

Present, not on time: None

Absent:

**Synopsis:**

We were able to start knocking out most of the sprint 3 tasks and started to fix up the code and squash some bugs that popped up throughout creating the game. Going to try and make the game look as nice as possible coming up for the code demo with the TA.

**Recent Individual Accomplishments:** Dan was able to finish up the movement animations. Joseph and Julian worked on some of the interactions with the red spaces giving a notification that a player has been destroyed because of a red space. Victor was able to give a backdrop to the game instead of the standard blue background.

**Current Individual Activities:**

Julian will be working on some kind of a scoring system so that the player can see how well they are doing in the game. Victor will work on refactoring and fixing up the code because it is starting to get messy again. Dan and Joseph will be working on adjusting some of the graphics, then creating an end game scene and a play again button.

**Individual Action Items:**

Victor: Added a backdrop to the game. Will be working on refactoring code coming into the last sprint.

Dan: Finished up the movement animations and started to work with Joseph on creating an end game to signify a winning player.

Joseph: Finished the interactions with the red spaces and a notification system. Starting to work with Dan on creating an end game.

Julian: Finished the interactions with the red spaces and a notification system. Started to work on a scoring system.