Group 5 Date: April 9th Time: 12:00 Duration: 20 Minutes

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

Present, not on time: None

Absent:

**Synopsis:**

Not a whole lot of progress made as we were preparing for the midterm this week, but it was mainly working in pairs to get the end game statistics and scene working, allowing the player to replay the game. As well as getting the options menu to allow for some of the changes on the UI, like the different colors for upgrade tiles, death tiles, etc.

**Recent Individual Accomplishments:** Julian and Victor were working on getting the options menu working and allowing the changes to reflect in the main game. Dan and Joseph worked on the end game scene and replaying the game, and almost finished.

**Current Individual Activities:**

Moving forward, Dan and Joseph add the finishing touches to the end game scene as well as allowing the player to reset the game if they choose to play again. Once finished will work on testing the game and trying to find any other potential bugs. Victor and Julian finished the options menu and started working on various bug fixes.

**Individual Action Items:**

Victor: Finished options menu with Julian. Working on various bug fixes.

Dan: Will finish the end game scene and replaying the game with Joseph. Afterwards, will be testing the game for any further bugs and patch them.

Joseph: Will finish the end game scene and replaying the game with Dan. Afterwards, will be testing the game for any further bugs and patch them.

Julian: Finished options menu with Victor. Working on various bug fixes.