Group 5 Date: February 12th Time: 14:00 Duration: 30 Minutes

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

Present, not on time: None

Absent:

**Synopsis:**

We met together this week to discuss some of our accomplishments for our sprint tasks. We were able to get a working gridspace and color the tiles. We were then able to load up a player and start loading sprites into the board.

**Recent Individual Accomplishments:** Julian was able to start working on a gridspace for our board that will allow us to change a lot of the tile information like if a player is on the tile, if the tile is an colored tile. Dan was able to start working on loading the player in and loading sprites in for each potential piece. Joseph was able to start randomly assigning the colored tiles, and Victor started researching some basic movements for the player.

**Current Individual Activities:**

Current individual activities were listed in recent accomplishments as they are still a work in progress. Julian was able to work on creating the board and allow for the different tile types. Dan was able to work on the sprites and loading the player. Victor was able to start working on player movement and Joseph was working on randomly assigning the tiles on the board.

**Individual Action Items:**

Victor: Working on player movement.

Dan: Worked on loading in the player and creating sprites for each chess piece.

Joseph: Worked on randomly assigning the tiles on the board.

Julian: Created the initial grid script file and created the board. Allowed for the different tile types to be made onto the board.