Group 5 Date: February 26th Time: 13:00 Duration: 45 Minutes

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

Present, not on time: None

Absent: Victor Fong

**Synopsis:**

We finished up some of the last-minute tasks from the previous scenario, like working one movement for all the pieces, and restricting movement to only valid parts. Creating a side menu to show the game state. We then demonstrated our current progress to the TA, then got together to start working on creating the second scenario.

**Recent Individual Accomplishments:** Joseph was able to create movement script files for all the different pieces. Julian was able to start working on creating a side menu to show off the game state. Dan was able to create a main menu to show off when initially launching the game.

**Current Individual Activities:**

This coming week, we will be focusing on clearing out the backlog from the previous scenario since we had a few leftover tasks. So Joseph will be working on the interactions with the green tiles and giving some feedback to the player, as well as working on player rotations. Julian will finish up the side menu.

**Individual Action Items:**

Victor:

Dan: Finished the main menu. Working on the player rotations with Joseph and developing a simple AI.

Joseph: Finishing loading all game pieces into the board by finishing the interactions with the green tiles. Then working with Dan on player rotations.

Julian: Finishing the side menu. Adding a difficulty setting when initially launching the game from the main menu to be able to control different variables of the game.