Group 5 Date: March 5th Time: 14:00 Duration: 20 Minutes

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

Present, not on time: None

Absent:

**Synopsis:**

We started to knock out a lot of the leftover tasks from the previous sprints. Dan was able to start finishing up the player rotations and shrinking the board. Joseph was able to fix a lot of the player movements and Julian was able to finish up the side menu. Now moving forward, we can start knocking out a lot of the new tasks for the next scenario.

**Recent Individual Accomplishments:** As stated previously, Dan was able to finish up with the player movement/rotations and shrinking the board size. Julian was able to fix and refine the side menu showing the game status, and Joseph was able to load all the different pieces with the interactions with the upgrade tiles.

**Current Individual Activities:**

Moving forward, Dan will add the finishing touching to the rotations of players and board shrinking and will get started working on a super simple AI for the other players. Joseph and Julian will be working on creating a difficulty selection in the main menu and have the options reflect in the main game. Victor will be refining and refactoring the code we have thus far.

**Individual Action Items:**

Victor: Refactoring and refining the current code we have.

Dan: Finish the player rotations and start working on a simple AI to act for the other players.

Joseph: Working with Julian to create a difficulty selection and having it reflect into the main game.

Julian: Working with Joseph to create a difficulty selection and having it reflect into the main game.