Group 5 Date: March 12th 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 finish up a lot of the sprint 2 tasks and are looking forward to completing the next sprint and spring break giving us some extra leeway to refactoring and refine some code. We also started discussing how to divide out the next weeks tasks to keep moving forward.

**Recent Individual Accomplishments:** Dan was able to create the player rotations and completed a very simple AI that randomly selects a valid move. Also was able to start shrinking the board after two rotations. Julian and Joseph were able to create the difficulty selection with multiple traits in the main menu and have it reflected in the gameplay. Victor finished refactoring and refining the completed code.

**Current Individual Activities:**

Dan will be working on some movement animations to make the game smoother to play. Joseph will be working on a system that will show the player where the can move next. Julian will work on the notifications for when a player lands on a red space. Victor will be working on a border and backdrop in the main game.

**Individual Action Items:**

Victor: Finished refactoring and refining current code, started to work on creating a backdrop for the main game.

Dan: Finished the board shrinking and the simple AI. Working on movement animations.

Joseph: Finished the difficulty selection with Julian. Started working showing where the player can move their current piece.

Julian: Finished the difficulty selection with Joseph. Started working on the notifications for when a player lands on a red space.