

This week I have continued working on the GUI for the quiz part of the game. With the help of some code from Vendela and Theas code for the start screen I was able to do a base for the quiz screen. I have also randomized the questions and answers that pop up. William did great work on the database for the questions so it is very easy to use.

Now that the GUI part is down I will work on the backend of the quiz for the next sprint. Make sure you can answer questions and get lives and so on. I also need to do some refactoring since I put some model and controller code in the view class. Next week I hope to be more effective and take more initiative on my own.

This sprint I got a somewhat better understanding of the library that we are using but there is still much that is unclear. Unfortunately I also felt that my motivation during the week was at a low because of personal reasons. However I'm looking forward to being more effective next week and making sure I am part of the team work.