

This week I was the product owner and got a better understanding of how to divide the work and how to prioritize our user stories. I have mainly worked with the graphics, improving the overall look of the game, but also tried to understand how to code the graphics.

Our team work has really advanced during this project, and the pace of which we complete tasks has increased for every week.

Next week I hope to understand how time demanding finishing all loose ends will be. I really look forward to the wrap up of the project, and having a finished product to present,