

## Team GG Sprint Summary

Team GG: Angie McGraw, Thomas Marucha, Christopher Renslow, Joshua McFerran, Tianhui Liang

User Story	Status	Person(s)	Code Files
<b>SH-0</b> <b>User Interface</b>	Done	Angie McGraw	bootstrap.min.css gamespecs.css map.css setup.css styles.css
<b>SH-1</b> <b>Spacecraft Movement</b>	Done	Angie McGraw Joshua McFerran	OldSpice.js Objects.js
<b>SH-2</b> <b>Game Configuration for Development</b>	Incomplete	Thomas Marucha - code	AdminSettings.html Admin.js
<b>SH-3</b> <b>Running Out of Energy</b>	Done	Christopher Renslow-code	OldSpice.js
<b>SH-4</b> <b>Running Out of Supplies</b>	Done	Christopher Renslow-code	OldSpice.js
<b>SH-5</b> <b>Placing Celestial Artifacts</b>	Incomplete; needs to be tested with user interface.	Thomas Marucha - code	MapDefinition.js
<b>SH-7</b> <b>Celestial Map</b>	Done	Angie McGraw	Main.js MapSetup.js Objects.js
<b>SH-10</b> <b>Encountering an Abandoned Freighter</b>	Done	Tianhui Liang Christopher Renslow-code	Freighter.js OldSpice.js

<b>SH-6</b> <b>Sensors</b>	Done	Tianhui Liang	Sensors.js OldSpice.js
<b>SH-8</b> <b>Celestial gazetteer</b>	Done	Joshua McFerran	Operations.js Main.js
<b>SH-13</b> <b>Impacting an asteroid</b>	Done	Joshua McFerran	OldSpice.js MapSetup.js
<b>SH-9</b> <b>Saving the game</b>	In-Progress	Christopher Renslow-code Thomas Marucha-code	Save.js Main.js
<b>SH-14</b> <b>Bad Max</b>	Done	Christopher Renslow-code	BadMax.js OldSpice.js
<b>SH-19</b> <b>Winning the game</b>	Done	Christopher Renslow-code	WinGame.js EndScreen.html
<b>SH-11</b> <b>Space station</b>	Done	Angie McGraw	AddtoMap.js Main.js Object.js
<b>SH-12</b> <b>Meteor storm</b>	Done	Angie McGraw	MapSetup.js OldSpice.js

Link to game: <http://web.cecs.pdx.edu/~tmarucha/Team-GG/index.html>

Link to repo: <https://github.com/ThomasMarucha/Team-GG>

Clarifications: