Date	What you accomplished	How it went – faster than expected? Slower? Unforeseen problems? Concerns? TALK about them openly!	What you plan to accomplish next	Any other foreseeable challenges?
4/26/21	Since last time, not much, we still all need a better sense of exactly what we are doing and when it needs to get done by	Slower; We've not been able to get much done, especially for our first sprint.	Implement the basic directory structure for the project and finish the uml diagram and FINISH THE BACKLOG (to create gorgeous burndown chart).	Getting all Scrum stuff set up and running so we can start actually coding.
4/28/21	The basic layout of the gui is set up in Scene builder, the file is in the google drive folder. The uml is as finished as it's going to be. Backlog in scrum artifacts spreadsheet has been set up for every user story. The repo is setup.	We are a bit behind; we are at the point where it's hard to determine what needs to be done by who, once we get the Issues fully populated and assigned then we will be in a better shape.	Fully populate the issues and assign them to specific people; Create the skeleton code according to the uml diagram and also the directory structure in the final project deliverables.	Procrastination.
4/30/21	Got the game running in a basic sense Completed some of the frameworks that were needed Finished Sprint 1 for better or for worse	It didn't go ideally, but we got a better understanding of what our strengths and weaknesses are, and are probably better equipped to handle them in the future	Sprint 2 Immediately: look over sprint 2 issues and adjust as needed	Procrastination.
5/3/21	Managed to link stuff to the gui, and got a better sense of how to link stuff in the future , Got run to work for the producer, Threads have some issues Created Enums Finished "getGain()"	Threads might have issues with gui bindings I (James) need to manage my time better (slower)	Need to revamp, especially producer(to a certain extent)(James) and also work on the uml diagram.	Procastination, and threads
5/5/21	End of Sprint 2 :Got basic functionality done Linked the model/producers to the game view Finished sprint 2 Got the thread to run	Ok, it averaged out to be as fast as expected	Implement actual game functionality like having an actual game Upgrades?	Procrastination.
5/7/21	Setup dna's link to producer, so that dna goes up by 5 every time producer's countdown is finished; also bound the dna to the gui so it shows up on the dna label	Brillitte did very well, no one else did So slower	More or less what we said last time	Procrastination.
5/11/21	Game functions	Slower I (james) implemented buy	Niceties, and upgrades, and then we should be good ALSO testing, and documentation	Artifacts and Procrastination.
5/13/21	Game is somewhat balanced and playable	ok	fix various bugs and get descriptions down	artifacts and Procrastination.
5/16/21	Visuals are done(for the most part)	faster than expected	get started on design docs and user manual, complete presentation	artifacts and Procrastination.