Jeremy GallagherYesterday at 4:28 PM

I won't be getting out of work until after 5 tonight. I will try to jump on my phone for our scrum.

HaileyYesterday at 4:39 PM

We don't have too much to do until we have time to work on the code.

JonErikYesterday at 4:45 PM

Hello

HaileyYesterday at 4:45 PM

Hi

JonErikYesterday at 4:46 PM

Jeremy may be late or not make it tonight?

HaileyYesterday at 4:46 PM

He said he will try to jump in on his phone

JonErikYesterday at 4:48 PM

Yeah. We don't have a ton of items to do this Sprint. I would like to add one though and that is Background Graphics (UI). I can definitely do them this Sprint.

Jeremy GallagherYesterday at 4:48 PM

Hello

JonErikYesterday at 4:48 PM

Hey Jeremy, glad you could make it

HaileyYesterday at 4:48 PM

I will work on the scoring

Jeremy GallagherYesterday at 4:49 PM

I have the quit game working

Just need to push it

HaileyYesterday at 4:49 PM

Nice

JonErikYesterday at 4:49 PM

Yeah I saw that Jeremy. Nice! Our burndown is already at 37%

HaileyYesterday at 4:50 PM

Ok. If you can't add the workitem you want let me know

JonErikYesterday at 4:51 PM

I think I can add it but Jeremy will have to assign it, lol

Jeremy GallagherYesterday at 4:51 PM

Will do lol

JonErikYesterday at 4:51 PM

Okay good.

Any thoughts on the timer function?

Jeremy GallagherYesterday at 4:53 PM

Should be too challenging

Think the hardest part of that will be pausing and locking the game

JonErikYesterday at 4:53 PM

I hope you mean shouldn't

Jeremy GallagherYesterday at 4:53 PM

Shouldn't\*

Lol

JonErikYesterday at 4:53 PM

lol

HaileyYesterday at 4:54 PM

There is a get time function that is easy to use. Not sure how to translate that into a timer as it would be a long loop

Jeremy GallagherYesterday at 4:54 PM

I have some code for the scoring if you want it Hailey

JonErikYesterday at 4:54 PM

The Timer UI is basically a Wizard's hourglass. I would animate it but we'll decide after this Sprint if we want to add animations

Jeremy GallagherYesterday at 4:55 PM

Created a if check that runs when a word is submitted

That adds to the total score if the word is real

JonErikYesterday at 4:55 PM

Good on the if check

HaileyYesterday at 4:55 PM

Cool. That will help

JonErikYesterday at 4:56 PM

Have you loaded the newer stuff to GiT Jeremy?

Jeremy GallagherYesterday at 4:56 PM

Not yet

Will when I get home

JonErikYesterday at 4:56 PM

Okay, good to know

HaileyYesterday at 4:56 PM

So just need to pass that to a function to do the score

JonErikYesterday at 4:57 PM

And the score is a running talley

Jeremy GallagherYesterday at 4:57 PM

Yeah

JonErikYesterday at 4:57 PM

The timer goes down, the score goes up

Jeremy GallagherYesterday at 4:58 PM

We plan to store it in a DB eventuay for the leaderboard

HaileyYesterday at 4:58 PM

That shouldn't be too hard.

JonErikYesterday at 4:58 PM

Yes, but we don't have any DB or web stuff this sprint

Jeremy GallagherYesterday at 4:58 PM

Yeah

JonErikYesterday at 4:58 PM

It won't be hard to do a little DB and web site

HaileyYesterday at 4:59 PM

This sprint will probably cover all the basic game functions. Then we start on the web and db stuff

Hopefully get some extras in there at so.e point

JonErikYesterday at 5:00 PM

That should work Hailey

HaileyYesterday at 5:00 PM

Anything else tonight?

JonErikYesterday at 5:00 PM

Plus, we can decide after this sprint how much more we want to put in or do

I'm good

Jeremy GallagherYesterday at 5:01 PM

Nothing else to add here

JonErikYesterday at 5:01 PM

Okay, see all tomorrow!

Jeremy GallagherYesterday at 5:01 PM

Take care!