Jeremy GallagherToday at 4:43 PM

Hello

HaileyToday at 4:43 PM

Hi

JonErikToday at 4:44 PM

Hi

HaileyToday at 4:44 PM

I haven't tested the timer function yet on my phone. I will do that tonight

JonErikToday at 4:44 PM

How's everyone?

Jeremy GallagherToday at 4:44 PM

Doing good

HaileyToday at 4:45 PM

Today was less crazy, so pretty good

JonErikToday at 4:45 PM

Less crazy is usually good.

I see you've posted the timer function. That's good. I will have some buttons and a couple other graphics in the morning

HaileyToday at 4:46 PM

Yea, hopefully I will have energy to get some homework done tonight.

JonErikToday at 4:46 PM

Lol, know what you mean

Jeremy GallagherToday at 4:47 PM

For the pause and reset function, do we want to add a menu?

JonErikToday at 4:47 PM

What kind of menu?

Jeremy GallagherToday at 4:48 PM

I feel like the pause function could be abused

JonErikToday at 4:48 PM

Don't we have buttons for those below functions the grid?

Oh. Yes, it can be abused. It is kind of a cheat

HaileyToday at 4:48 PM

Most similar games grey out the screen so you can't use the pause to cheat

Or maybe implement a different pause screen, not sure how hard that would be

JonErikToday at 4:49 PM

Some people will pause the game and look up a list of anagrams of the letters shown

Jeremy GallagherToday at 4:50 PM

yeah was thinking of doing an overlay or call a new activity

JonErikToday at 4:50 PM

Perhaps the only pause should occur when the phone rings or game is closed

HaileyToday at 4:51 PM

Maybe, an overlay that covers the letters would work as well

JonErikToday at 4:51 PM

That's a good way Hailey. We can have a Wizard picture kind of guarding the spell book

HaileyToday at 4:52 PM

That's a cool idea, keeps it in the theme of the game too

Jeremy GallagherToday at 4:52 PM

Yeah

JonErikToday at 4:52 PM

Yeah I'm liking it

Jeremy GallagherToday at 4:53 PM

I will add a button to the bottom of the screen for the moment and we can move it if needed

I have the pause and reset code ready

JonErikToday at 4:54 PM

Yeah Jeremy that will be good. The screen should pop up and cover the grid with an X-Out that resumes the game. I'll take the graphics. Anyone want the screen function?

Jeremy GallagherToday at 4:55 PM

The overlay?

JonErikToday at 4:55 PM

Yeah, the overlay

Jeremy GallagherToday at 4:55 PM

I will mess with it

JonErikToday at 4:55 PM

Okay good. We need to add the tasks to the product backlog

Jeremy GallagherToday at 4:56 PM

going to have the menu button call it and it will have the new game, reset, resume, and pause

HaileyToday at 4:56 PM

I will work on finding a way to get the score to populate, the code is all there I just need it on the display in the correct place

ok, anything else you want me to work on?

Jeremy GallagherToday at 4:57 PM

think the only coding left will be the counter function

JonErikToday at 4:57 PM

Okay that's fine but needs to go automatically to pause if interupted by another function of the phone/tablet

Jeremy GallagherToday at 4:57 PM

For the score population, you should just need to create a static text view and just populate it

JonErikToday at 4:57 PM

Is there anything on the task board you are comfortable doing Hailey?

Jeremy GallagherToday at 4:58 PM

should be similar to what I did to populate the timer

HaileyToday at 4:58 PM

I will look at that Jeremy

JonErikToday at 4:58 PM

Counting scores?

Jeremy GallagherToday at 4:59 PM

The code to generate the score is there, you were talking about having the information populate into the textview right?

HaileyToday at 5:00 PM

yes

JonErikToday at 5:00 PM

Oh good. Looks like we all have our work to do. Anything else?

HaileyToday at 5:00 PM

Not for now, are we meeting after class?

Jeremy GallagherToday at 5:01 PM

that or during

if he gives us time\* I will be okay with that

think we are in a good spot though

JonErikToday at 5:01 PM

I don't that we need to meet after class. I have two classes on wednesday night so its a little crunchy for me

HaileyToday at 5:01 PM

well, during after, he normally gives us 75% of class to work on it

JonErikToday at 5:02 PM

That's true he does that

HaileyToday at 5:02 PM

I will work on the code and bug Jeremy if I get stuck since he seems to have a better handle on some of this

Jeremy GallagherToday at 5:03 PM

sounds good, I will be on discord

JonErikToday at 5:04 PM

I'll check in too if we're out as early as usual

HaileyToday at 5:04 PM

Ok, class has started, see you later

JonErikToday at 5:04 PM

Anything else for the Scrum?

Jeremy GallagherToday at 5:04 PM

good here

JonErikToday at 5:04 PM

By Hailey

Jeremy GallagherToday at 5:05 PM

feel like we will have all the tasks completed again for this sprint