**SCRUM WORKSHEET TEAM #: 24 WEEK: 5**

**Wednesday:**

Member #1: Alex Zielinski

Status: Working on powerpoint for Friday’s final presentation.

Member #2: Aing Ragunathan

Status: UI scaling for different screen sizes.

Member #3: Manu Bhangu

Status: Implementing with Jay and making user path fade

Member #4: Jay Coughlan

Status: Editing on screen GUI, and working on Skippy art assets.

Member #5: Ivelin Ivanov

Status: Trying to figure out why 3D text (TextMesh) on main menu is not appearing in game scene but appearing in editor window.