**SCRUM WORKSHEET TEAM #: 24 WEEK: 3**

**Thursday:**

Member #1: Alex Zielinski

Status: To write function that randomly plays a vocal phrase during the game.

Member #2: Aing Ragunathan

Status: Implementing fadeout effect for paths

Member #3: Manu Bhangu

Status: Figuring out how to spawn the character on the first randomly generated grid point and to limit the distance to 1 tile per move

Member #4: Jay Coughlan

Status: Worked on implementing code and helping other team members.

Member #5: Ivelin Ivanov

Status: Created the start menu and the main menu screen graphics.