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

**Friday:**

Member #1: Alex Zielinski

Status: Finish and test function that randomly plays a vocal phrase during the game.

Member #2: Aing Ragunathan

Status: Still working on path fading algorithm

Member #3: Manu Bhangu

Status: Worked on fixing bugs with player controls and trying to limit the characters movement.

Member #4: Jay Coughlan

Status: Today I worked on fixing bugs in implementation, and did some more work on the camera script.

Member #5: Ivelin Ivanov

Status: Worked on the pause menu and deliverables.