**SCRUM WORKSHEET TEAM #: 24 WEEK: 4**

**Monday:**

Member #1: Alex Zielinski

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

Member #2: Aing Ragunathan

Status: finish implementing fade algorithm

Member #3: Manu Bhangu

Status: Changing the player controls so that we are using a click and drag function instead of just clicking on a single tile

Member #4: Jay Coughlan

Status: Implementing code from last week and fixing bugs.

Member #5: Ivelin Ivanov

Status: Worked on researching server side leaderboard.