

### Team Status

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Channel:#202-game-squad

April 20, 2019

### **GENERAL STATUS**



## Megha

What I accomplished since my last standup:

Removed decorator and observer from turtle and added the same on shield.

#### What I am working on today:

Integrated my code with all the feature branches of other team mates. Fixed bugs in the common branch



## Anjali Deshmukh

What I accomplished since my last standup:

Fixed default shield issue Fixed issue of snake getting stuck on turtle Game end

### What I am working on today:

wow factor and documentation





### What I accomplished since my last standup:

I started working on snake kill functionality but I hit the road block as I was waiting for another feature's code to be completed. Anjali was working on that part. So I switched my task and started working on creating a startup world which will have strategy pattern that I implemented for Difficulty level.

#### What I am working on today:

I am going to work on Singleton implementation of worldconfig class so that only current selected strategy is accessible from all other classes.

## **Chirag Arora**

# What I accomplished since my last stand-

Pull requested and merged Snake movement, snake attraction, Game end, and some integration fixes between team members PR

### What I am working on today:

Will continue working on integration with other PR and fixing any merge conflicts, if arise.



## Marianne Paulson

#### What I accomplished since my last stand-up:

Completed upgrading level

### What I am working on today:

Finding more sounds and complete wire frames

## **Tools**

PlanningWith.Cards (https://planningwith.cards) Retrospectives (http://softwaredevtools.com/retrospectives) Scrum Poker (http://softwaredevtools.com/scrum-poker) Standbot for Slack (http://softwaredevtools.com/stand-bot/)

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