



## Team Status

5/5 | **Status given**

**Channel:**#202-spartan-marshals

April 27, 2019

### GENERAL STATUS



#### Sai Prithipa Ram Mohan

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

I was working on sounds for the player  
User Story 2 : Displaying the player  
component in the game screen (hit and  
getting attacked)  
I was working on the new healthbar to  
be placed in the screen and get updated  
based on player lifeline  
I was working on integrating player with  
the enemy

##### What I am working on today:

I will continue to work on integrating my  
player and healthbar component with  
the other components in the screen



#### Priya Yadav

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

All the enemy issues have been resolved

##### What I am working on today:

I will work to modify the observer  
pattern for enemy, enemy need to  
change the state to die after receiving  
the killenemy notification from player.

I will work on the position update to the treasure component



## Anushree Menon

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

Tested the scoreboard component and uploaded in Git

### What I am working on today:

Need to integrate with team members component and test if it's working correctly



## Karthika Arumugam

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

I worked on pattern for sound implementation

### What I am working on today:

I will work on integration of game with all components



## Priya Khadke

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

I completed task - display message level completed on taking the treasure using state pattern.

### What I am working on today:

I will work on sending notification to scoreboard using observer

## 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/>)

## Get in touch

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