

### Team Status

5/5 | Status given

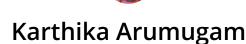
Channel:#202-spartan-marshals

April 26, 2019

**GENERAL STATUS** 



# Priya Yadav



What I accomplished since my last standup:

I worked on deciding different sound on game. Tried implementing it for Treasure Component.

#### What I am working on today:

I will work with team to Integrate the game my background. I am planning to complete sound implementation for all scenerios.

What I accomplished since my last standup:

I have achieved the task to remove one spawned enemy actor when attacked by player actor

#### What I am working on today:

T am working in the task where for first stage 10 enemies will one at a time two enemies will be on the screen and one will fight and one will stand ready to fight



# Sai Prithipa Ram Mohan

What I accomplished since my last standup:

I was working on the task related to integrating with the opponent with a dummy enemy object.

#### What I am working on today:

I will be continuing with the same task related to integrating with the opponent but this time, with the actual enemy provided.

for the User Story 2: Displaying the player component in the game screen



#### What I accomplished since my last standup:

Lucky powers were displayed on screen and player able to take it.

#### What I am working on today:

I plan to show the lucky powers after some interval for negative power as well. The scoreboard should also get updated accordingly.



# **Anushree Menon**

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

Integrated the scoreboard with background and lucky powers

#### What I am working on today:

Will test the entire component and do the final Changes. Have to upload to git and will try to integrate with other components.

## **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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