



Team Status

5/5 | **Status given**

Channel:#202-spartan-marshals

April 22, 2019

GENERAL STATUS



Sai Prithipa Ram Mohan

What I accomplished since my last stand-up:

I worked on the User story 2 : Displaying the player component in the game screen

I worked on the User story 5: Displaying the lifeline component in the game screen.

I converted all the user stories to markdown tabular format.

I was working on the mockups for the label of player, scoreboard, powers to be displayed in the screen.

I worked on a better model to update the player's healthbar when he is defeated or hit by the opponent.

What I am working on today:



Karthika Arumugam

What I accomplished since my last stand-up:

I worked on Implementing Composite pattern with sample Actors like Wall, Player and Score Board .

I also found some sounds for game to play during start and end, level change etc.

What I am working on today:

I am going continue my work on composite pattern with including other players of the game like enemies and Lucky powers etc .

I will be working on the logic to hit the opponent (task against the story 2 : Displaying the player component in the game screen)



Priya Khadke

What I accomplished since my last stand-up:

Still working on lucky powers - plan to finalize on positioning and display on screen

What I am working on today:

I am still working on the given task - lucky powers . Plan to complete positioning for all 3 types powers and display



Priya Yadav

What I accomplished since my last stand-up:

Still working on the Task 4: Enemies should move towards the player

What I am working on today:

I will try to complete Task4



Anushree Menon

What I accomplished since my last stand-up:

Worked on the score board component. To add the score when actor attacks enemies and reduce points when he get hit. The value will store in the store board component

What I am working on today:

Will be working on increasing the score value when user picks up gold coins



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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