



Team Status

5/5 | **Status given**

Channel:#202-spartan-marshals

April 24, 2019

GENERAL STATUS



Sai Prithipa Ram Mohan

What I accomplished since my last stand-up:

I was working on the task "Make the player blink after the player gets hurt by enemy powers" - User story 2 :

Displaying the player component in the game screen

I was working on the task "To implement design pattern on the healthbar component" - User Story 5-Displaying the lifeline component in the game screen

I was also working on a task related to background with player movements. -

User story 2 : Displaying the player component in the game screen

I also implemented the jump functionality of the player component. -



Karthika Arumugam

What I accomplished since my last stand-up:

I worked on adding sound for start screen and level 1 Screen.

What I am working on today:

I will work on pattern implementation for the background and sound scenerios.

User story 2 : Displaying the player component in the game screen

What I am working on today:

I will be continuing with the User story 2 : Displaying the player component in the game screen
Implementing pattern on the player and notifying the enemy objects in the screen



Priya Yadav

What I accomplished since my last stand-up:

Enemy health is decreasing if player attacks on the enemy

What I am working on today:

I will be working on the task - Enemy image should change to Enemy die image when its health becomes 0



Priya Khadke

What I accomplished since my last stand-up:

Refined the observer pattern for Treasure display component. Also worked on Level Complete message display appear and disappear after a while. I also merged the actors from my teammate's code so that treasure is taken by actor on treasure touching event

What I am working on today:

I plan to complete the lucky powers spawning on screen for positive powers. Similarly for negative powers I plan to coordinate with teammate working on enemy player.



Anushree Menon

What I accomplished since my last stand-up:

Worked on scoreboard component to increase the score when actor picks gold coins during fight

What I am working on today:

Working on the actor moving towards treasure when required score to complete level 1 is accomplished.

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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