



Team Status

5/5 | **Status given**

Channel:#202-spartan-marshals

May 1, 2019

GENERAL STATUS



Sai Prithipa Ram Mohan

What I accomplished since my last stand-up:

- I worked on setting up the Kanban board for the team
- I worked on the mediator pattern for the player component
- I was working on the observer patterns for lucky power, lucky charm and negative power

What I am working on today:

I will be working on implementing the logic of game over in player component and then update that event to the respective class handling the display of game over screen.

I will be working on integrating player



Priya Yadav

What I accomplished since my last stand-up:

I have cleaned up the the enemy code.
Also Added some more functionality to
enemy.

What I am working on today:

Currently working on Task, If can use prototype pattern for Enemy actor. As I am removing it from world, need to check if I can keep one enemy object static in world

component with scoreboard.
I will be working on integrating player component with lucky powers.
I will be working on integrating player component with lucky charm.
I will be working on integrating player component with negative powers.
I will be working on integrating player component with treasure component.



Priya Khadke

What I accomplished since my last stand-up:

Implemented lucky powers spawning for coins and charm. Tested with integrated code with scrolling background and actor picking the coins /charms. Score updating on power touch was tested and working as expected.

What I am working on today:

I plan to resolve any integration issue if any for actor taking treasure event. Will start on video making ideas for demo day.



Anushree Menon

What I accomplished since my last stand-up:

Completed the integration part . Looked the steps to use Kinect with our game.

What I am working on today:

Will be installing and configuring Kinect on the laptop and test it with any game which supports Kinect



Karthika Arumugam

What I accomplished since my last stand-up:

Integrated treasure and score component

What I am working on today:

I am working on UML diagrams and bug fixes and testing

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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