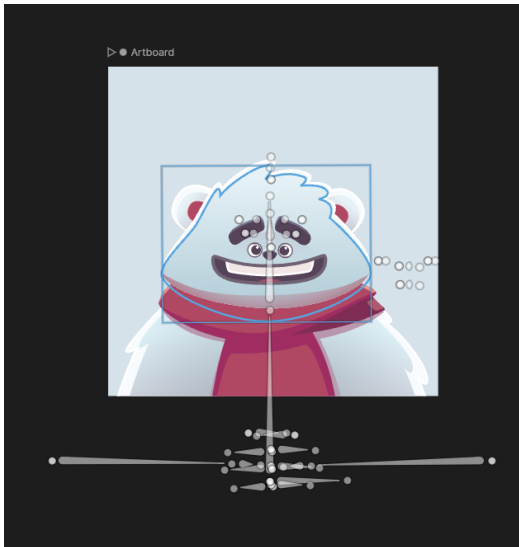**Team 13- Jui Nagarkar, Parveen Kaur, Jowaki Merani, Educardo Sanchez**
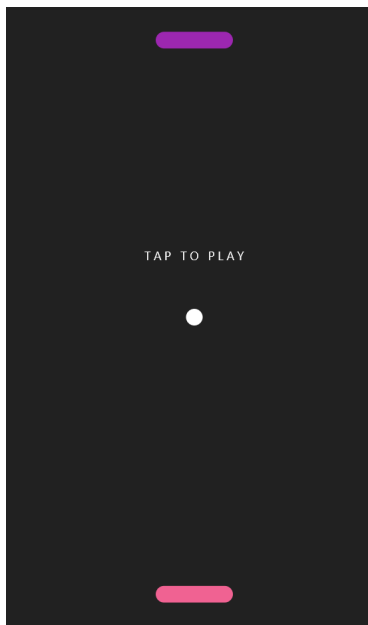
- **Feelings Animal:**
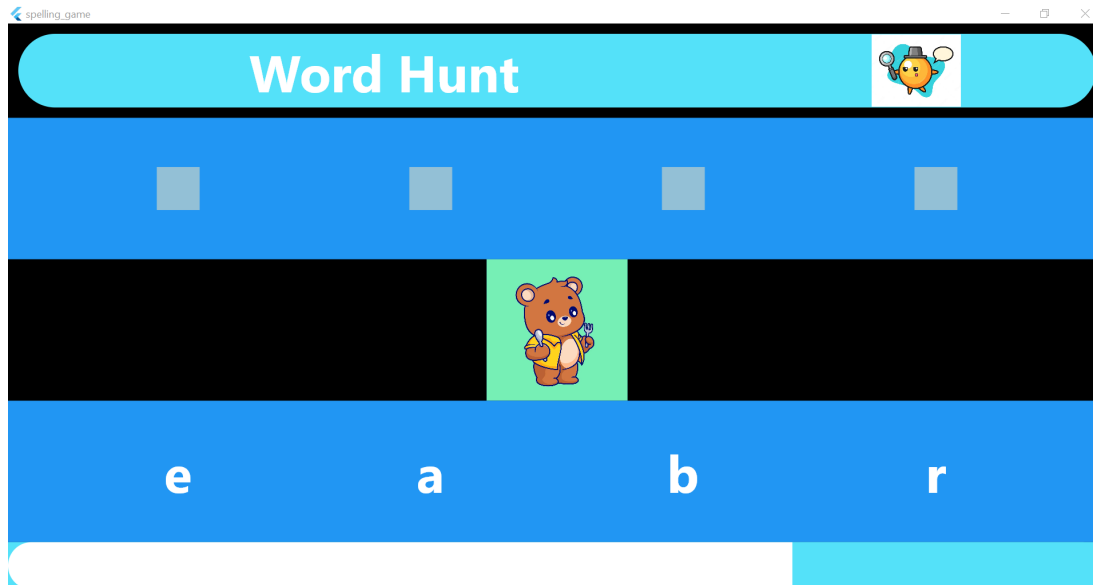This has been completed.

The animal was drawn and animated from scratch. This animal was then implemented in the app. The animal is happy and bobbing his head and has 3 other animations that need to be linked in the code.

- **Add Another Game to the Game Page:**
Implemented a pingpong game that a user can play against the computer. This involved creating bricks for the computer and the player. Creating a ball that bounces between the 2 bricks. Game ends when the ball misses the brick.
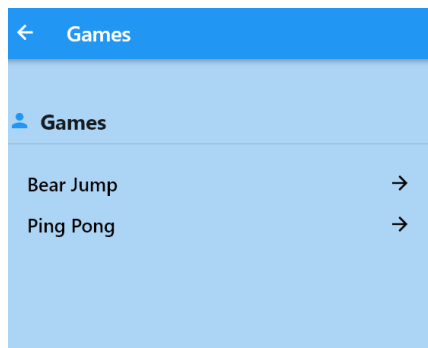
Implemented a word hunt game where the image, boxes and letters spin when they appear. When the user drags and drops the correct letter a correct sound is made. This also happens when the user gets the entire word correct. After getting every word correct, a well done screen appears with the option to go to the next word. Once all the words are completed, a notification appears with the option to restart. Additionally, there is an animated progress bar which shows how many words have been completed.
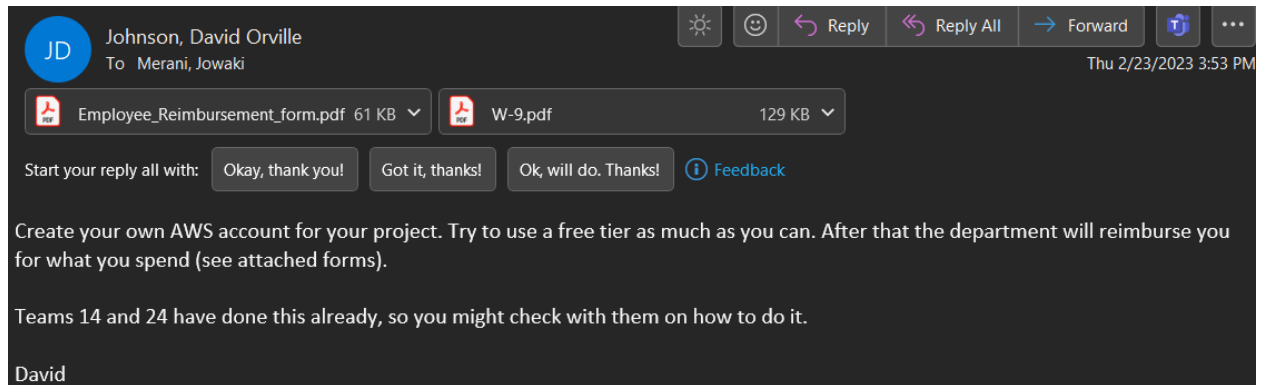

- **Fix UI For Game Page:**
The UI for the game page now is like the profile page. We have a selection of games to play with and the game page helps with that.

- **Work with dr johnson to figure out if API implementation for UI page is possible:**
Dr Johnson suggested the following. We will attempt the implementation in the next sprint.

● **Create an edit personal information page**
For this page, we wanted to allow users to update their information. This way, they are able to change their name, email or password as they see fit. The UI for this page is as below:

Once the user clicks save, the changed information is then sent to the database and also changes in the user details page. For example, if i change the users name from "Jowaki" to testDemo, the details will display as such:

MINDLY

👤 **Name: testDemo**

✉ **Email: jowaki@gmail.com**

🔑 **Password: testPassword**