Previous Scrum Recap

\* Any and All Artwork within ManaCraft is self-made unless stated otherwise

Andrew Godfroy

Deanna Sowa

* Implemented Networking events into Client
* MainMenu.h/cpp
* Credits/h.cpp
* GameLobby.h/cpp
* GameViewer.h/cpp
* Options.h/cpp
* GamePage.h/cpp

Cassandra Siewert

* Implemented Networking events into Client
* MainMenu.h/cpp
* Credits/h.cpp
* GameLobby.h/cpp
* GameViewer.h/cpp
* Options.h/cpp
* GamePage.h/cpp

Christian Adao

* Updated Client Flow Diagram
  + Design\Client\Client Flow Diagram
* Modified GamePage for the game
* GamePage.h/cpp

Geordie Powers

* Class Diagrams
  + Design\Client\Class Diagrams\Minion
  + Design\Client\Class Diagrams\Tower

Tyler Remazki

* Class Diagrams
  + Design\Client\Class Diagrams\GuiGridLayer
  + Design\Client\Class Diagrams\GuiGridSquare
* Updated GuiGridLayer and GuiGridSquares to streamline and automate the creation of levels
  + MainMenu.cpp
  + GuiGridSquare.h/cpp
  + GuiGridLayer.h/cpp

David Vo

* Music & Sounds
  + Credits.cpp
  + GameLobby.cpp
  + MainMenu.cpp

Neil Schlachter