Previous Scrum Recap

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

Andrew Godfroy

* Continued to connect Client together
* MainMenu.h/cpp
* Credits/h.cpp
* GameLobby.h/cpp
* GameViewer.h/cpp
* Options.h/cpp
* GamePage.h/cpp

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

* Created GamePage for the game
* GamePage.h/cpp

Geordie Powers

Tyler Remazki

David Vo

Neil Schlachter