# Previous Scrum Recap

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

Andrew Godfroy

* Communicated with Server and Networking teams on Protocols (See Protocols in Networking)
* Client API
  + Re-arranged the coder-facing interface to reduce code reuse and improve maintainability (See ClientAPI.h, ClientAPI.cpp, GUIContainer.h, GUIContainer.cpp)
  + Added in basic implementation for Sliders (See Slider.h, Slider.cpp)
  + Added in a full implementation for Checkboxes (See Checkboxes.h, Checkboxes.cpp)
  + Added in the Events for Textfield to allow it to take in text from the keyboard and display on screen (See Textfield.h, Textfield.CPP)
* Completed the “Login Popup” Menu (See Login Popup.h)

Deanna Sowa

* “Credits” Completed (See Credits.h)
* Story Stills\* in progress

Christian Adao

* Completed “Game Lobby” Menu (See GameLobby.h)
* Completed a “ScreenFader” for transitions between Menu Items (See ScreenFader.h)

Geordie Powers

* Basic Implementation for the Level Editor (Implimentation>>Client>>MapEditor>>TileAir)

Tyler Remazki

* Basic Implementation for the Level Editor (Implimentation>>Client>>MapEditor>>TileAir)
* Completed the In-Game “GUI” Implementation (See GUI.h)

David Vo

* Found Music for the Main Menu (Implementation >> Client >> Resources >> Sounds)
* Implemented a basic “Options” Menu with no elements in it. (See Options.h)

# Next Scrum

Andrew Godfroy

* Server Simulation
* ClientAPI
  + Slider Events
  + Audio Support

Cassandra Siewert

* “Create Game” Menu
* Menu Events
* Advanced Tower Artwork
* ClientAPI
  + Implementing GUISprite
    - Implementation
    - Events
  + Implementing GUIAnimatedSprite
    - Implementation
    - Events

Deanna Sowa

* Story Stills Artwork
* Menu
  + Pause
  + Menu Events
* GUITower
* GUIMinion
* GUIProjectile

Neil Schlachter

* Menu
  + View Games
  + Logout Popup

Christian Adao

* ClientAPI
  + Tooltip
    - Implementation
    - Events
* In-GameGUI
  + Research Buttons
  + Minion Purchase Buttons
  + Tower Purchase Buttons
  + Skeleton Events

Geordie Powers

* ClientAPI
  + GUIGrid
    - Implementation
    - Events
  + GUIGridSquare
    - Implementation
    - Events

Tyler Remazki

* Level Editor
* ClientAPI
  + Particle System
    - Implementation
    - Events
* Menu Events

David Vo

* Looking for Music
* Looking for Sounds
* Fill out the “Options” Menu.