# Previous Scrum Recap

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

Andrew Godfroy

Deanna Sowa

* Completed GuiMinion and GuiTower Wrapper (see GuiMinion.h, GuiTower.h)
* Converted Minion Spritesheets to be 4x4 instead of 16x1 (See New Implimentation>>ManaCraft>>Resources>>Sprites)
* Story Stills\* in progress

Christian Adao

* Completed basic ToolTips implimentation (See ToolTips.h/cpp)
* Begun work on InGameGui (Buttons, Messaging, ect) (See

Geordie Powers

* Level Editor Bug Fixes (New Implimentation>>MapEditor>>TileAir)

Tyler Remazki

* Level Editor Bug Fixes (New Implimentation >>MapEditor>>TileAir)
* Completed basic Particle System (See ParticleSystem.h/cpp)

David Vo

* Music and Sound Effects (New Implementation >> ManaCraft >> Resources >> Audios)
* Implemented a basic “Options” Menu with no elements in it. (See Options.h)

Neil Schlachter

* Viewscreen Menu (Awaiting push to Git)

# Next Scrum

Andrew Godfroy

* Create a UML for the API which consists of current solution and future work
* ClientAPI
  + Slider Events
  + Audio Support
  + FPS
  + Increase Maintainability and Reduce Repetition

Cassandra Siewert

* “Create Game” Menu
* Menu Events
* Tower Artwork
  + Split into separate Spritesheet
  + Modify to give the spritesheet animations
    - Mana Swirling Tower
* ClientAPI
  + Implementing GUISprite
    - Inherit GuiElement
  + Implementing GUIAnimatedSprite
    - Modify to increase flexibility
      * Think SpriteFromSheet.cs from Dodgeblade

Deanna Sowa

* Story Stills Artwork
* Menu
  + Menu Events
* GUIProjectile

Neil Schlachter

* Menu
  + View Games
  + Logout Popup

Christian Adao

* ClientAPI
  + Tooltip
    - 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
    - Emitters
    - Different velocities
    - Create an overload that takes in multiple textures

David Vo

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