# Previous Scrum Recap

Andrew Godfroy

* Basic API Complete. See Folder: Implementation>>Client>>ClientAPI

Cassandra Siewert

* Tiles Complete. See folder: Implementation>>Client>>Client>>Resources>>Tiles
* Basic Minion Artwork. See Folder Implementation>>Client>>Client>>Resources>>Sprites

Deanna Sowa

* Basic Minion Artwork. See Folder: Implementation>>Client>>Client>>Resources>>Sprites
* Layout complete. See file: Implementation>>Client>>Client>>MainMenu.h

Christian Adao

* Layout Complete. Waiting on Event Completion of TextBoxs/Labels before continuing. See file: Implementation>>Client>>Client>>GameLoby.h

Geordie Powers & Tyler Remazki

* Basic layout implementation complete. See folder: Implementation>>Client>>Map Editor

# Next Scrum

Andrew Godfroy

* Begin communication with Server team to discuss which data to send back and forth.
* ClientAPI
  + Events
  + Sliders
  + Checkboxes

Cassandra Siewert

* “Create Game” Menu
* Advanced Tower Artwork

Deanna Sowa

* “Credits” Menu
* Story Stills Artwork

Neil Schlachter

* “View Games” Menu

Christian Adao

* Finish “Game Lobby” Menu

Geordie Powers

* Finished Level Editor
* Begin work on a wrapper for Network traffic

Tyler Remazki

* Finished Level Editor
* Begin work on In Game GUI using the API

David Vo

* Looking for Music
* Looking for Sounds
* Begin implementations of Options using the API