Client

Janurary 30th - February 6th

The Client Team is making headways into our work. In accordance to the Team-Lead Meetings, I am seeing that we are exactly where we should be at this point in time. By the end of this scrum, we should have finalized assets ready to show off in addition to having menu implementations for the Title screen, Server Lobby and Game Lobby wrote up within C++/SDL. In addition to this, with the finalizing of our API, it will allow the Server Team to begin work on their Server-Client as soon as they are able to put men towards the issue.

Andrew Godfroy

* Putting together components and finalizing the API. (Complete)
* Write Documentation for API for both Client & Server Teams (In progress)
* Begin communication with Server team to discuss which data to send back and forth. (Begun)

Cassandra Siewert

* Tile/Landscape Artwork (Complete)
* Tower & Minion Artwork (Complete)
* Begin working on Menu Implementations within C++/SDL using the API (Beginning this week)

Deanna Sowa

* Tower & Minion Artwork (Towers in progress, Minions Complete)
* Story Stills Artwork (In progress)
* Begin Implementing Titlescreen/MainMenu within C++/SDL using the API (Complete)

Neil Schlachter

* Begin Implementing Server Lobby within C++/SDL using the API (Incomplete. Beginning this week)

Christian Adao

* Begin Implementing the Game Lobby within C++/SDL using the API (In progress. Waiting on Andrew)

Geordie Powers

* Level Editor XML Design (Compete)
* Basic Level Editor running in Flash (Complete)

Tyler Remazki

* Level Editor XML Design (Complete)
* Basic Level Editor running in Flash (Complete)
* Discussion of XML Parsing with Server Team