# Previous Scrum Recap

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

Andrew Godfroy

* Took Audio Engine Implementation and implemented it into the ClientAPI (15% Workload)
  + GuiContainer.h/cpp, ClientAPI.h/cpp, Window.h/cpp
* Completed Slider & Events
  + Slider.h/cpp

Deanna Sowa

* Completed and Implemented ViewGames
  + ViewGames.h
* Worked with Brian and Sarah to help implement things within client code
  + MainMenu.h

Cassandra Siewert

* Completed Tower Artwork
  + New Implementation\ManaCraft\Resources\Sprites\
    - towerAnimation, towerAnimation2
* Updated Tilesheets
  + New Implementation\ManaCraft\Resources\Tiles
* Improved reusability of Sprite and AnimatedSprite
  + Sprite.h/cpp, AnimatedSprite.h/cpp
* AnimatedSprite Testing Code
  + MainMenu.h

Christian Adao

* Added InGameGui to the tutorial
  + InGameGui.h

Geordie Powers

* Completed basic implementation of GuiGridLayer and GuiGridSquare
  + GuiGridLayer.h/cpp, GuiGridSquare.h/cpp

Tyler Remazki

* Worked on and Improved Particle System
  + ParticleSystem.h/cpp

David Vo

* Completed Audio Engine with support for Music and Sound Effects (85% Workload)
  + AudioChannel.h, Window.h/cpp, APIHelper.h, GuiContainer.h/cpp
* Improved Options
  + Options.h

Neil Schlachter

* Completed GameViewer
  + GameViewer.h
* Completed LogoutPopup
  + LogoutPopup.h

# Next Scrum

Andrew Godfroy

* ClientAPI
  + Increase Maintainability and Reduce Repetition
  + Help Team to implement items into API
* Client
  + Connect the entire client side together
  + UML newly connected client
  + Prepare the client for taking in data for server

Cassandra Siewert

* ClientAPI
  + UML
  + Fixing/Cleaning up Sprite
    - Replace all references of renderer with Window::Renderer()
    - Rename “RenderTexture(…)” to “Draw()”
    - Make Draw() virtual and have it be parameter-less
    - Remove SDL\_RenderClear(renderer); from Draw()
    - Remove SDL\_RenderPresent() from Draw()
  + Fixing/Cleaning up AnimatedSprite
    - Make a virtual method inside AnimatedSprite called Draw()
    - Do code related to animating the spritesheet inside of Draw()
* Story Stills Artwork

Deanna Sowa

* Story Stills Artwork
* Client
  + Menu Events
  + Main Menu
    - Remove “Create Game” Button and put it into ViewGame.h
* ClientAPI
  + UML

Neil Schlachter

* + ClientAPI
    - UML

Christian Adao

* ClientAPI
  + UML
  + Tooltip
    - Events

Geordie Powers

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

Tyler Remazki

* Level Editor (Spare time)
* 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.
* UML