# Previous Scrum Recap

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

Andrew Godfroy

* Updated Flow Diagrams
  + Design\Client\Client Flow
  + Design\Client\GUI Flow
* Begun working on Connecting Client together
  + Client.h/cpp
  + ClientSettings.h/cpp
  + Gamestate.h
* Refactored GuiContainer into Maps, Increased Polymorphism
  + GuiContainer.h/cpp

Deanna Sowa

* Class Diagram for Button
  + Design\Client\Class Diagrams\Button
* Completely Refactored Sprite & Animated Sprite to separate functions into specific classes
  + Sprite.h/cpp
  + AnimatedSprite.h/cpp
* Changed Buttons around within the Menu Layouts
  + MainMenu.h
  + ViewGame.h

Cassandra Siewert

Christian Adao

* Completed Tooltips
  + Tooltip.h/cpp
* Class Diagram for Label, TextField, Tooltip
  + Design\Client\Class Diagrams\Label
  + Design\Client\Class Diagrams\TextField
  + Design\Client\Class Diagrams\Tooltip

Geordie Powers

Tyler Remazki

* Class Diagram for ParticleSystem, AnimatedSprite, Sprite
  + Design\Client\Class Diagrams\ParticleSystem
  + Design\Client\Class Diagrams\Sprite
  + Design\Client\Class Diagrams\AnimatedSprite

David Vo

Neil Schlachter

# Next Scrum

Andrew Godfroy

* ClientAPI
  + Increase Maintainability and Reduce Repetition
* Client
  + Connect the entire client side together
  + UML newly connected client
  + Prepare the client for taking in data for server

Cassandra Siewert

* ClientAPI
  + UML
* Story Stills Artwork

Deanna Sowa

* Story Stills Artwork
* Client
  + Find and fix problems with items not showing up
  + Menu Events
* ClientAPI
  + UML

Neil Schlachter

* ClientAPI
  + UML

Christian Adao

* ClientAPI
  + UML

Geordie Powers

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

Tyler Remazki

* Hardcode a Map
  + 3 Lanes
* ClientAPI
  + Particle System
    - Emitters
    - Create an overload that takes in multiple textures
* Level Editor (Spare time)

David Vo

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