# 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
* Added Focus Support to API
  + ClientAPI.h/cpp
  + GuiAPIMode.h
* Created and implemented structure to connect Client together
  + Page.h
  + MainMenu.h/cpp
  + Credits/h.cpp
  + GameLobby.h/cpp
  + GameViewer.h/cpp
  + Options.h/cpp
* Changed strure of GuiElement/GuiContainer to inherit from GuiObject
  + GuiElement.h
  + GuiContainer.h/cpp
  + GuiObject.h

Deanna Sowa

* Replaced Vectors with maps in ClientAPI
  + ClientAPI.h/cpp
* Added a Message struct to Client
  + Message.h
* Began Implementing Networking events into GameLobby
  + GameLobby.h/cpp

Cassandra Siewert

* Class Diagrams
  + Design\Client\Class Diagrams\GuiObject
  + Design\Client\Class Diagrams\GuiElement
  + Design\Client\Class Diagrams\GuiContainer
  + Design\Client\Class Diagrams\Checkbox

Christian Adao

Geordie Powers

Tyler Remazki

* Fixed the many bugs within GuiGridLayer and GuiGridSquare
  + GuiGridLayer.h/cpp
  + GuiGridSquare.h/cpp

David Vo

* Wrote the events for audio settings within Options
  + Options.h/cpp
* Added background music to the other Menus
  + MainMenu.cpp
  + Credits.cpp
  + ViewGames.cpp
* Added in more music
  + New Implementation/ManaCraft/Resources/Audios/Menu/btnClick.ogg
  + New Implementation/ManaCraft/Resources/Audios/Menu/btnSn2.ogg

Neil Schlachter