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

* Class Diagrams
* Design\Client\Class Diagrams\Page
* Design\Client\Class Diagrams\MainMenu
* Design\Client\Class Diagrams\Credits
* Design\Client\Class Diagrams\GameLobby
* Design\Client\Class Diagrams\Options

Geordie Powers

Tyler Remazki

* Fixed the many bugs within GuiGridLayer and GuiGridSquare
* GuiGridLayer.h/cpp
* GuiGridSquare.h/cpp
* Updated the Particle System to take in multiple textures

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