# Previous Scrum Recap

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

Andrew Godfroy

* Completed a FrameLimiter to limit FPS (see FrameLimiter.h/cpp)
* Completed a diagram of the Client Side Code (Design>>Client>>Cient.class.violet)
* Increased Maintainability in ClientAPI/GuiContainer (See Dictionary.h, ClientAPI.h/cpp, GuiContainer.h/cpp)

Deanna Sowa

* Modified GuiMinion and GuiTower Wrapper (see GuiMinion.h, GuiTower.h)
* Completed GuiProjectile (See GuiProtectile.h)
* Helped out with AnimatedSprite ( See AnimatedSprite.h/cpp)
* Story Stills\* in progress (New Implementation\ManaCraft\Resources\Images\Still1.png)

Cassandra Siewert

* Helped out Integrate Menu Events throughout the Client
* Completed Sprite/AnimatedSprite Code (See Sprite.h/cpp, AnimatedSprite.h/cpp)
  + NOTE FROM ANDREW: Cassandra also worked on this and pushed its basic working implementation to the Git Last week. I had forgotten to put within the scrum that it was worked on.

Christian Adao

* Improved the ScreenFader (See ScreenFader.h/cpp)
* Improved InGameGui (See InGameGui.h)
* Added GUI Mockups (Design>>Client)
* Updated API\_Util (See API\_Util.h)

Geordie Powers

* Completed Basic implementation for Grid (See GridSquares.h/cpp, GridLayer.h/cpp)

Tyler Remazki

* Added more features to ParticleSystem (See ParticleSystem.h/cpp)

David Vo

* Music and Sound Effects (New Implementation >> ManaCraft >> Resources >> Audios)
* Added Background Music to Options.h (See Options.h)

Neil Schlachter

# Next Scrum

Andrew Godfroy

* ClientAPI
  + Slider Events
  + Formal Audio Support
  + Increase Maintainability and Reduce Repetition

Cassandra Siewert

* “Create Game” Menu
* Tower Artwork
  + Split into separate Spritesheet
  + Modify to give the spritesheet animations
    - Mana Swirling Tower
* ClientAPI
  + Fixing/Cleaning up Sprite
  + Fixing/Cleaning up AnimatedSprite

Deanna Sowa

* Story Stills Artwork
* Menu
  + Menu Events
* ClientAPI
  + Fixing/Cleaning up Sprite
  + Fixing/Cleaning up AnimatedSprite

Neil Schlachter

* Menu
  + View Games
  + Logout Popup

Christian Adao

* ClientAPI
  + Tooltip
    - Events
* In-GameGUI
  + Research Buttons
  + Minion Purchase Buttons
  + Tower Purchase Buttons
  + Full 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.