CSCI 240

**Scrum Report**

Names Jeremiah Hobbs

Brandon Lesh

Stuart Davenport

Katie Spiese

Start your scrum by reviewing each group member’s goals, then setting their goals for the next scrum meeting on Friday next week. Goals for next week will become the Goals for the previous week at the next scrum. In the course of working on your Goals, you will have some complications, report them on the form. This report should be submitted on Canvas as a group assignment. Each member should fill out an evaluation form of the group and submit it individually on Canvas.

Group Member Brandon

Goals for previous week: To finish JFrames and get JButtons to work

Goals completed: Have basic menu functionality on Windows OS

Complications discovered: No functionality of Interface on MAC OS

Complications resolved: Got JButtons to work

Goals for next week: To write testing code/methods for the interface

Group Member Stuart

Goals for previous week: To begin work on the arena and basic 1v1 fighting

Goals completed: Refined fighter class and finished character creation

Complications discovered: The AI always wins against the created character

Complications resolved: Can now put two characters in an arena

Goals for next week: To test character class and to continue work on the arena

Group Member Katie

Goals for previous week: To finish weapon class and tester code

Goals completed: Testers refined. Character test

Complications discovered: Linking all classes. Some compiling errors

Complications resolved\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals for next week : To write tester code/methods for weapon

Group Member: Jeremiah

Goals for previous week: To make higher levels of fighter

Goals completed: Assisted with character creation and more fighter class refinement

Complications discovered: Fighter’s weren’t assigned correct attributes

Complications resolved: Assigned correct attributes

Goals for next week : To write tester code for fighter.