**Game Squires**

**Project Name:** Shop Squire

**Group Members:**

Matt Aylward, Hunter Root, Wendy Eloe, Derick McCrary

**Progress/Timetable Report:**

* Completed Tasks:
  + Set up GitHub repository – Wendy – Feb 16th
  + Started X Code Project – Hunter – Feb 16th
  + Rough draft sketches for first view – Matt – Feb 12th
  + View layouts – Hunter- Feb 19th
  + Table Views – Matt – Feb 19th
  + Transitions – Wendy - Feb 26th
  + Database Research – Derick – March 1th
  + Basic Shop Model – Wendy - March 8th
  + Customizable Shops – Wendy - March 8th
* Future Tasks
  + Implementing Database
  + UI Design (Coloring)
    - Possible Scroll UI Design
      * Font style to resemble Calligraphy
    - Pop down menu when an item is selected
  + Art work sprite for icons
    - Icons next to the
  + Sound effects research
    - Sound effects for transitions
    - Sound effect for when you buy something (Coins jingling)
  + BIG THING IS THE DATABASE

<http://docs.parseplatform.org/ios/guide/#current-user> Check this out as a way to not have to have the person log in every time.

**Issues we need to address:**

* Weekly Team meeting during Mac availability hours
* Local or Online Database
* Finding time to work on the project together

**Link to Repos**

https://github.com/wendycorene/GameSquire.git

**Sketches for views:**



