Android 02-22-16

Monday, February 22, 2016   4:29 PM

Red Flags	Issues	Accomplishments	To-Do
- None	- None		

Accomplishments
- Tanaka
  - Loaded intents to load minigames from UI
  - Used correct String methodology in order to correctly load "Game + Level"
- Omar
  - Memory and Cognition mini games
  - Stroop Test Game
    - Loads intents correctly
    - Advised to kill intents after loading new one to prevent massive intent kill at end
- Drew
  - Researched mini games for Patterns and Reflex
  - Had a conference in Wisconsin this past weekend, told me about it in advance

To-Do
- Tanaka
  - Integrate Parse into app to load correct level current game
- Omar
  - Stroop Test Game (finish work)
  - Start Simon Says game
- Drew
  - Pattern Games
  - Begin working on reflex games