

# iOS 02-26-16

Monday, February 22, 2016 4:29 PM

## Red Flags

- None

## Issues

- None

## Accomplishments

- Ben
  - o Working on Flip matching game
  - o Having trouble with a flip animation for cards
- Tyler
  - o UI that transitions to a game scene and increments based on game type
  - o Integrated Parse

## To-Do

- Ben
  - o Continue work on flip game to set iOS foundation for Matching games
- Tyler
  - o Work with Ben to assign mini games
  - o Begin code on mini games
  - o Fix computer