Elena Tomson

1) what were your concrete goals for the week?
Get the timer going via server side and put the sprites up.

2) what goals were you able to accomplish?
The server side was reassigned so I'm on the rendering side given a float of seconds left for the timer. Got sprites to render at various places on the screen and trying to well blend the Clock into the code.

3) if the week went differently than you had planned, what were the reasons? note that this happens regularly…I would prefer you to be aggressive in what you want to try accomplish rather than limit yourself to goals you know you'll easily achieve. so answering this question is more of a reflection on the development process and the surprises you encounter, it's not at all an evaluation.
Life man. Was hoping to do more but spent a decent amount of time understanding José's work on UI so I can add stuff now I think. It's strange that every UIimg is given an "OtherPlayerStats" which is just your own stats but like could include the timer. Idk sometimes the balance between making it work now and not making it an awkward mess is weird.

4) what are your specific goals for the next week?
Determine the best way to do the clock.
Help with the animation because apparently that's broken?
Merge Sumukh's branch.
Enfócate

5) what did you learn this week, if anything (and did you expect to learn it)?

Our code structure is a little questionable sometimes.

6) what is your individual morale (which might be different from the overall group morale)?
Eh. Feel tired and a little behind but I think it'll work out between Wednesday and the weekend.