



**EXISTENTIAL**

STUDIO BLUEBOX

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Team 1: Studio Bluebox

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40 commits

1 branch

0 packages

0 releases

5 contributors

Branch: master










New pull request

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 ronald-keating	Added background image and background boundaries script for scene 1	Latest commit a6afb89 15 minutes ago
 Agendas	Edits and File Management	14 days ago
 Existential	Added background image and background boundaries script for scene 1	15 minutes ago
 General Documents	Name Changes	yesterday
 Team Leads	More file management	yesterday
 .DS_Store	Pulled Existential for testing	yesterday
 .gitignore	Update .gitignore	1 hour ago
 README.md	Update README.md	23 days ago
 test.txt	test add sprite vball	1 hour ago



Sydney Petrehn and Sydney Petrehn Name Changes		Latest commit 775f6f7 yesterday
..		
Champions	Name Changes	yesterday
Gant Chart	Name Changes	yesterday
GitHub How To	Name Changes	yesterday
Presentations	File Management	yesterday
RFP	File Management	yesterday
.DS_Store	Name Changes	yesterday
StudioBlueBoxCodingStandards-Group.pdf	Add files via upload	10 days ago
logo-Group.gif	Name Changes	yesterday



 ronald-keating	Added background image and background boundaries script for scene 1	Latest commit a6afb89 17 minutes ago
..		
Assets	Added background image and background boundaries script for scene 1	17 minutes ago
Existential_Data	Initial game upload for testing	yesterday
Library	Added background image and background boundaries script for scene 1	17 minutes ago
Logs	push	1 hour ago
MonoBleedingEdge	adding missing game files	yesterday
Packages	push	1 hour ago
ProjectSettings	Added background image and background boundaries script for scene 1	17 minutes ago
Temp	Added background image and background boundaries script for scene 1	17 minutes ago
.DS_Store	changes	yesterday
Existential.exe	adding missing game files	yesterday
UnityCrashHandler64.exe	adding missing game files	yesterday
UnityPlayer.dll	adding missing game files	yesterday
WinPixEventRuntime.dll	adding missing game files	yesterday

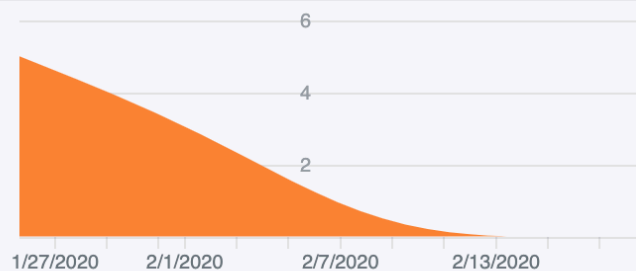




**Strehn**

8 commits 65 ++ 2 --

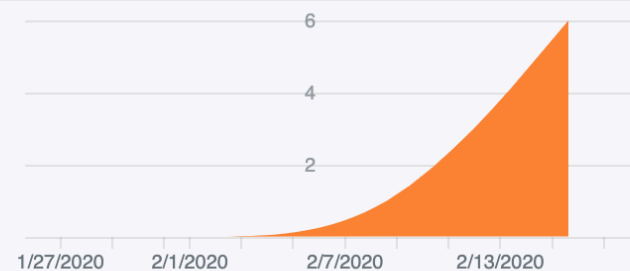
#1



**torigehring**

6 commits 114,128 ++ 15,536 --

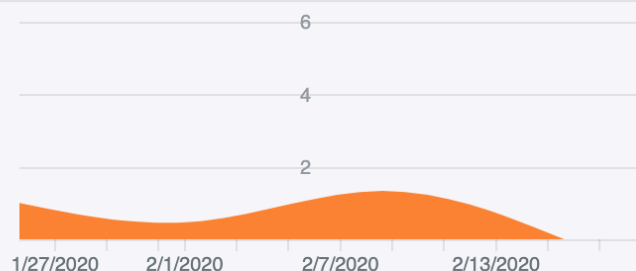
#2



**hink0402**

3 commits 0 ++ 0 --

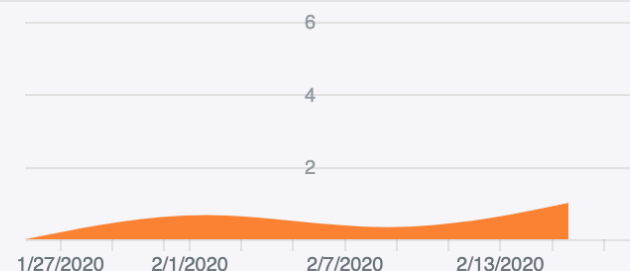
#3



**ronald-keating**

2 commits 7,869 ++ 4,843 --

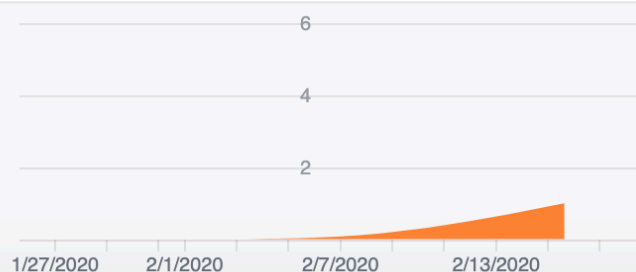
#4



**taeganw**

1 commit 324 ++ 1 --

#5



	predicted time(hrs)	time spent(hrs)	Status	key	complete	this week	planned		
Sydney					1	2	3	4	5
1. Requirements Collection	2		this week						
2. Program Player Controls	4		planned				1		
3. Implement Player Controls	4		planned						
4. Test Player Controls	2		planned						
5. Design Level	4		planned				1		
6. Program Level	10		planned						
7. Test Level	4		planned						
8. Document Level	7		planned						
totals	37	0							
Sam									
1 .Story Script	10		planned						
2. Menu Design	6		planned						
3. Programming	7		planned						
4. Testing	5		planned						
5. Documentation	6		planned						
6. Installation	2		planned						
totals	36	0							
Taegan									
1. Collect Sound Samples	8	1	this week						
2. Edit Sounds	2		planned						
3. Link Sounds to Scenes	4		planned						
4. Change volume Feature	5		planned						
5. Link Sounds to Movement	3		planned						
6. Quality Test	4		planned						
7. Documentation	2		planned						
8. Popup Support Menu	5		planned						
totals	33	1							
Tori									
1. Design inventory	2		complete						
2. Implement inventory design	6		planned				1		
3.Program interactable items for inv	6		planned						



planned		
totals	52	0
Ronnie		
1. Design terrain	5	planned
2. Design sprites	8	planned
3. Test sprite layout	2	planned
4. Implement sprites and terrain	12	planned
5. Test sprites and motion	4	planned
6. Document sprites	1	planned
7. Design level	4	planned
8. Program level	10	planned
9. Test level	4	planned
10. Document level	1	planned

totals	51	0
Isabel		
get input from group on		
characteristics for characters	2	planned
sketch all characters (7 min)	3	planned
digitally design all characters	7	planned
define each player's movements	3	planned
export characters as players in game	2	planned
design level (?) layout	3	planned
write script for level (?)	1	planned

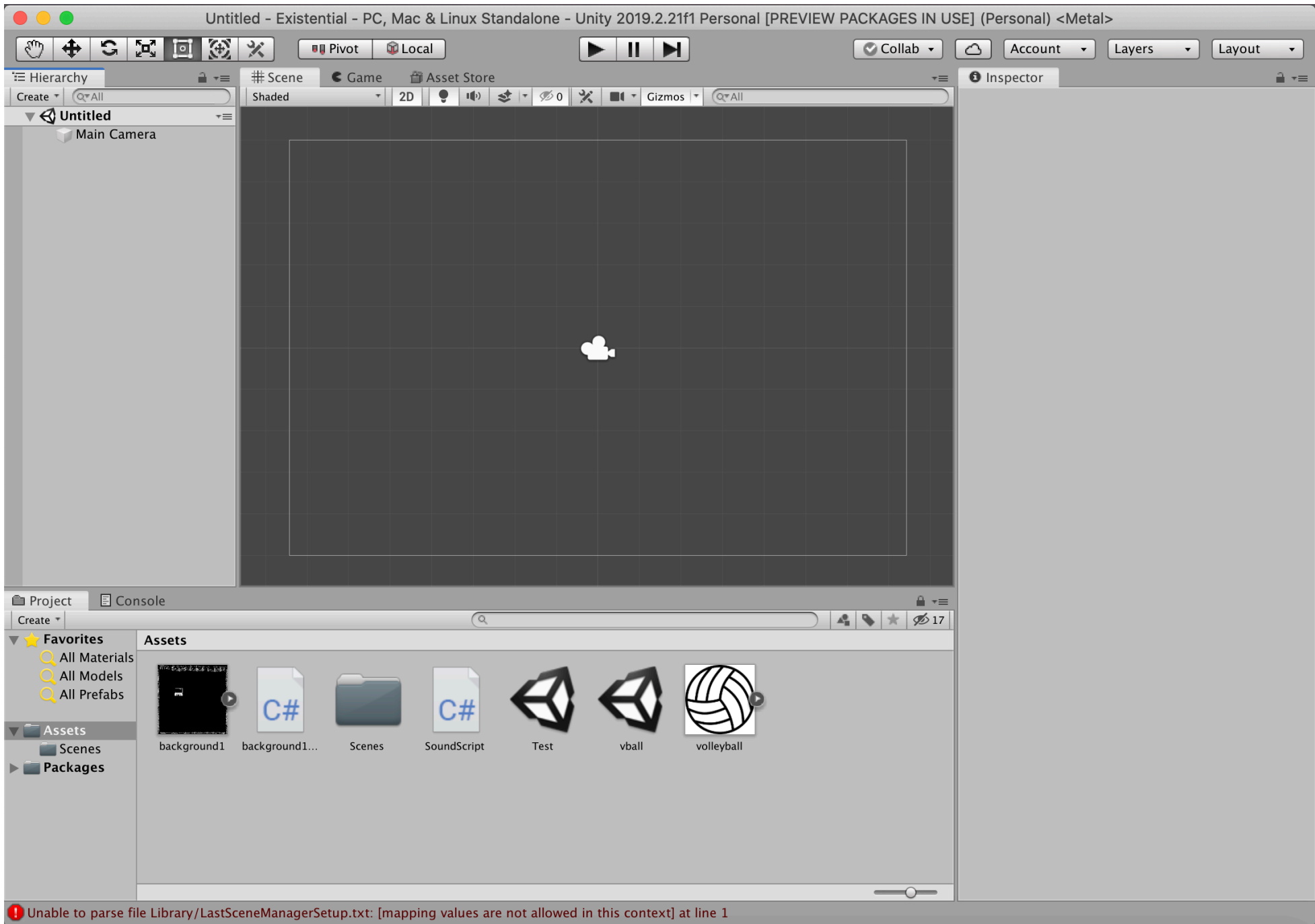


# COST

group totals (hrs)	158	1
group totals (\$)	\$15,800.00	\$100.00







# Overview

