Project Manager: Bi-Weekly Role Report

* Implement Collision into game scene.
  + Date added
    - 10/15/2024
  + Date completed
    - 10/15/2024
  + Who completed the task
    - Royce Paul
  + Point value assigned
    - 3
  + Point value reassessment
    - 2
  + Reflection
    - Adding Collision is integral to our progress in completing the game, but Godot made it fairly easy. The system's tools make it easier to implement more simple mechanics.
* Add Tracking Camera to Player
  + Date Added
    - 10/16/24
  + Date Completed
    - 10/17/24
  + Who completed the task
    - Royce Paul
  + Point Value Assigned
    - 3 Points
  + Point Value reassessment
    - 2 Points
  + Reflection
    - The camera was much easier to implement then I originally thought. Reconfiguring the zoom of the camera may have to be done from level to level.
* Create basic first enemy
  + Date added
    - 10/16/2024
  + Date completed
    - 10/17/24
  + Who completed the task
    - Eric Gioe
  + Point value assigned
    - 3
  + Point value reassessment
    - 3
* Attach Text Box to NPC
  + Date added
    - 10/16/2024
  + Date completed
    - 10/17/24
  + Who completed the task
    - Jingchao Sun
  + Point value assigned
    - 4
  + Point value reassessment
    - 4
* Planning out/writing the story for our first level.
  + Date added
    - 10/16/24
  + Date completed
    - 10/17/24
  + Who completed the task
    - Andrew Galbraith
  + Point value assigned
    - 4
  + Point value reassessment
    - 4
* Create rough draft for weapon ideas and gameplay
  + Date added
    - 09/24/24
  + Date completed
    - 09/26/24
  + Who completed the task
    - Andrew Galbraith
  + Point value assigned
    - 2
  + Point value reassessment
    - 2