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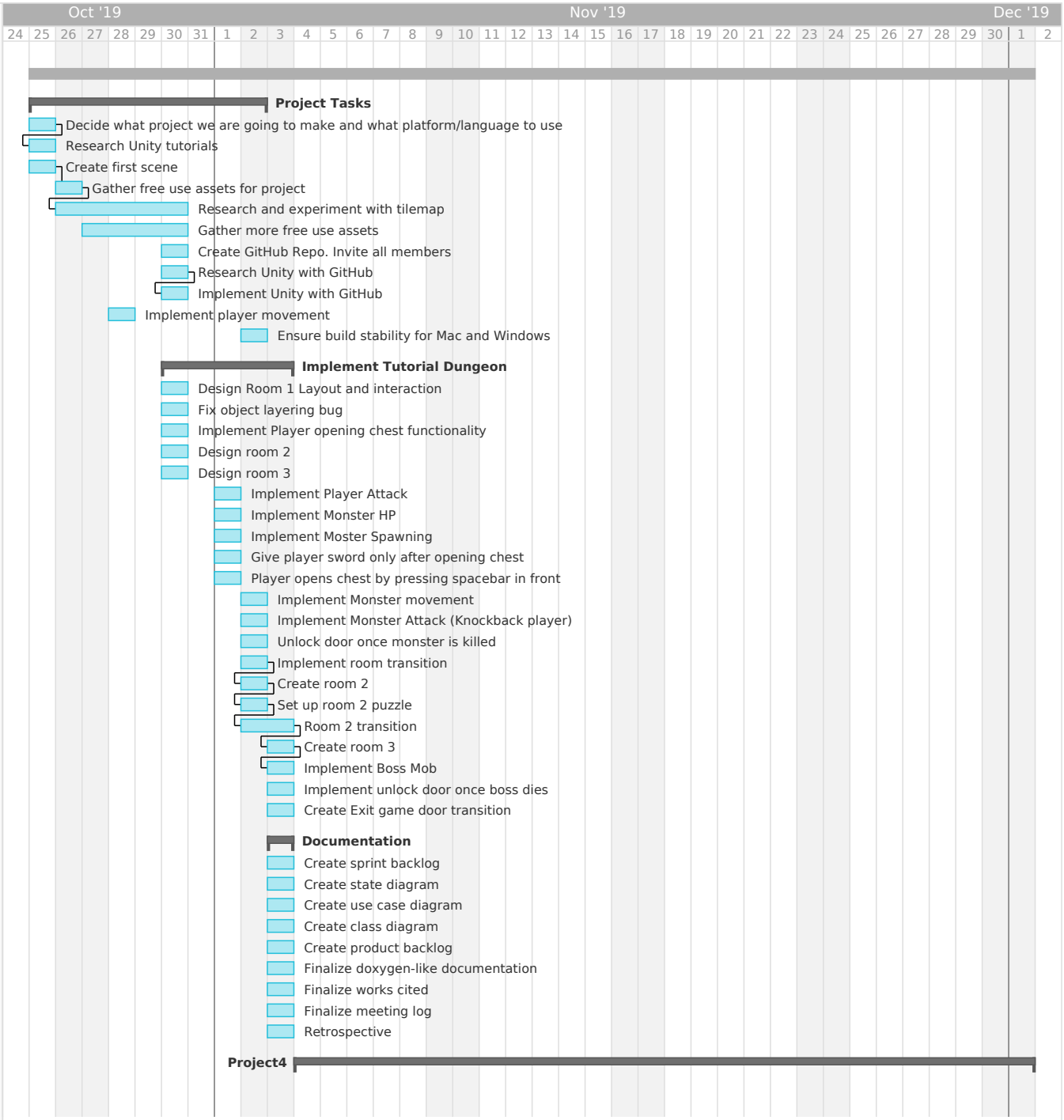
Project3 BigSegfaultEnergy	start	end
Project Tasks	**10/25/19**	**11/02/19**
Decide what project we are going to...	10/25	10/25
Research Unity tutorials	10/25	10/25
Create first scene	10/25	10/25
Gather free use assets for project	10/26	10/26
Research and experiment with tilem...	10/26	10/30
Gather more free use assets	10/27	10/30
Create GitHub Repo. Invite all memb...	10/30	10/30
Research Unity with GitHub	10/30	10/30
Implement Unity with GitHub	10/30	10/30
Implement player movement	10/28	10/28
Ensure build stability for Mac and Wi...	11/02	11/02
Implement Tutorial Dungeon	**10/30/19**	**11/03/19**
Design Room 1 Layout and interacti...	10/30	10/30
Fix object layering bug	10/30	10/30
Implement Player opening chest func...	10/30	10/30
Design room 2	10/30	10/30
Design room 3	10/30	10/30
Implement Player Attack	11/01	11/01
Implement Monster HP	11/01	11/01
Implement Moster Spawning	11/01	11/01
Give player sword only after opening...	11/01	11/01
Player opens chest by pressing spac...	11/01	11/01
Implement Monster movement	11/02	11/02
Implement Monster Attack (Knockba...	11/02	11/02
Unlock door once monster is killed	11/02	11/02
Implement room transition	11/02	11/02
Create room 2	11/02	11/02
Set up room 2 puzzle	11/02	11/02
Room 2 transition	11/02	11/03
Create room 3	11/03	11/03
Implement Boss Mob	11/03	11/03
Implement unlock door once boss di...	11/03	11/03
Create Exit game door transition	11/03	11/03
Documentation	**11/03/19**	**11/03/19**
Create sprint backlog	11/03	11/03
Create state diagram	11/03	11/03
Create use case diagram	11/03	11/03
Create class diagram	11/03	11/03
Create product backlog	11/03	11/03
Finalize doxygen-like documentation	11/03	11/03
Finalize works cited	11/03	11/03
Finalize meeting log	11/03	11/03
Retrospective	11/03	11/03
Project4	**11/04/19**	**12/01/19**



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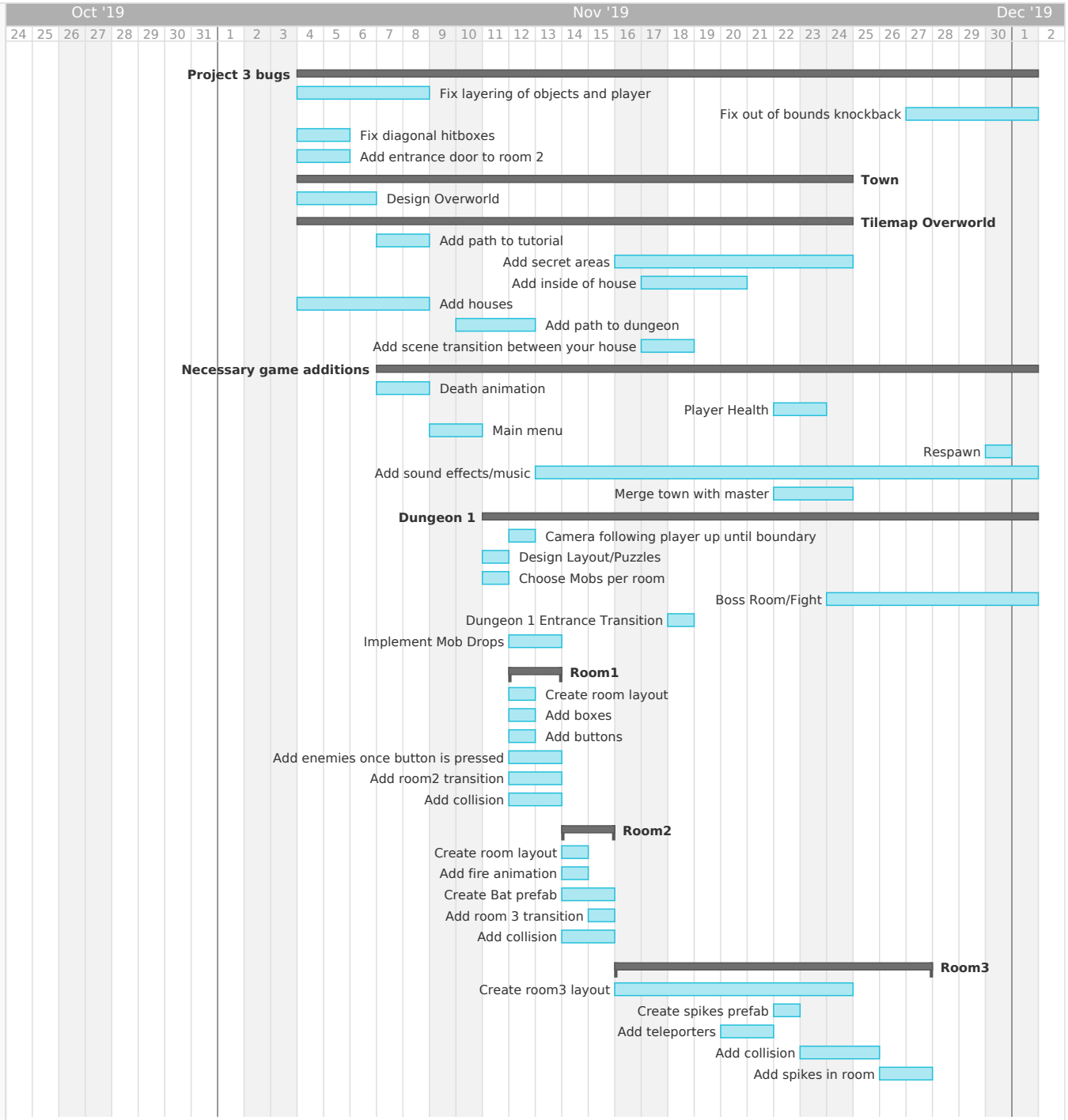
Project 3 bugs	**11/04/19**	**12/01/19**
Fix layering of objects and player	11/04	11/08
Fix out of bounds knockback	11/27	12/01
Fix diagonal hitboxes	11/04	11/05
Add entrance door to room 2	11/04	11/05
Town	**11/04/19**	**11/24/19**
Design Overworld	11/04	11/06
Tilemap Overworld	**11/04/19**	**11/24/19**
Add path to tutorial	11/07	11/08
Add secret areas	11/16	11/24
Add inside of house	11/17	11/20
Add houses	11/04	11/08
Add path to dungeon	11/10	11/12
Add scene transition between your...	11/17	11/18
Necessary game additions	**11/07/19**	**12/01/19**
Death animation	11/07	11/08
Player Health	11/22	11/23
Main menu	11/09	11/10
Respawn	11/30	11/30
Add sound effects/music	11/13	12/01
Merge town with master	11/22	11/24
Dungeon 1	**11/11/19**	**12/01/19**
Camera following player up until b...	11/12	11/12
Design Layout/Puzzles	11/11	11/11
Choose Mobs per room	11/11	11/11
Boss Room/Fight	11/24	12/01
Dungeon 1 Entrance Transition	11/18	11/18
Implement Mob Drops	11/12	11/13
Room1	**11/12/19**	**11/13/19**
Create room layout	11/12	11/12
Add boxes	11/12	11/12
Add buttons	11/12	11/12
Add enemies once button is pressed	11/12	11/13
Add room2 transition	11/12	11/13
Add collision	11/12	11/13
Room2	**11/14/19**	**11/15/19**
Create room layout	11/14	11/14
Add fire animation	11/14	11/14
Create Bat prefab	11/14	11/15
Add room 3 transition	11/15	11/15
Add collision	11/14	11/15
Room3	**11/16/19**	**11/27/19**
Create room3 layout	11/16	11/24
Create spikes prefab	11/22	11/22
Add teleporters	11/20	11/21
Add collision	11/23	11/25
Add spikes in room	11/26	11/27



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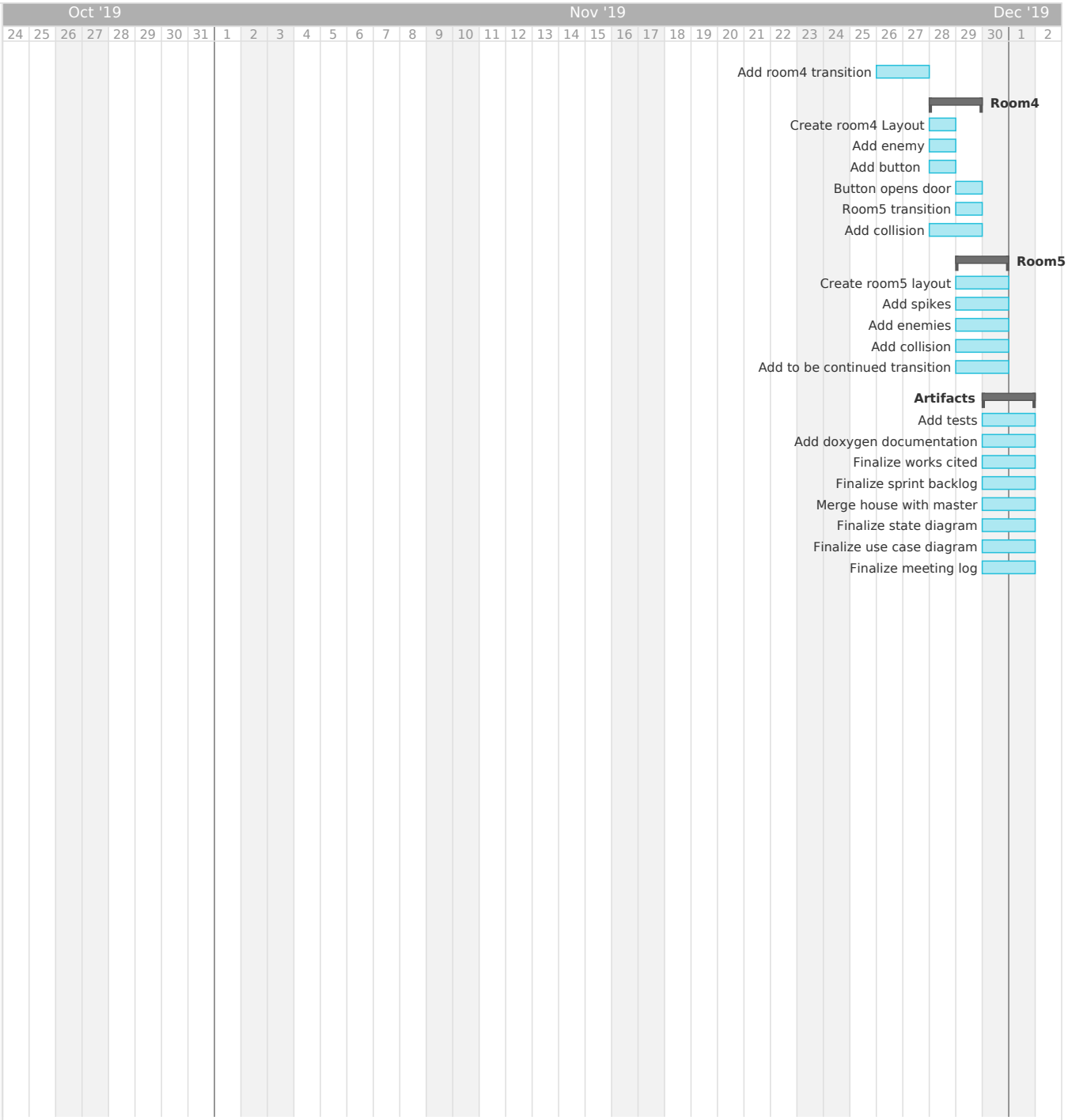
Add room4 transition	11/26	11/27
Room4	**11/28/19**	**11/29/19**
Create room4 Layout	11/28	11/28
Add enemy	11/28	11/28
Add button	11/28	11/28
Button opens door	11/29	11/29
Room5 transition	11/29	11/29
Add collision	11/28	11/29
Room5	**11/29/19**	**11/30/19**
Create room5 layout	11/29	11/30
Add spikes	11/29	11/30
Add enemies	11/29	11/30
Add collision	11/29	11/30
Add to be continued transition	11/29	11/30
Artifacts	**11/30/19**	**12/01/19**
Add tests	11/30	12/01
Add doxygen documentation	11/30	12/01
Finalize works cited	11/30	12/01
Finalize sprint backlog	11/30	12/01
Merge house with master	11/30	12/01
Finalize state diagram	11/30	12/01
Finalize use case diagram	11/30	12/01
Finalize meeting log	11/30	12/01