









Add collision Add spikes in room Add room4 transition	11/23		24 2	25 26	5 27	28 2	9 3	30 31	1	2	3	4 5	5 6	7	8	9	10	11 1	12 1	13 1	4 15	16	17 1	8 19	20 2	21 22	23	24 2	25 26	5 27	28 2	29 3	0 1
Add spikes in room	11/23	44.05							1																								
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Add room4 transition	11/26	11/27																								Add sp d roon							
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om4	11/28/19	11/29/19																														F	Roon
Create room4 Layout	11/28	11/28																								(Create	e roor	m4 La	ayout			
Add enemy	11/28	11/28																										Α	dd er	nemy			
Add button	11/28	11/28																										A	dd bu	ıtton			
Button opens door	11/29	11/29																										Butt	on op	ens d	loor 📗		
Room5 transition	11/29	11/29																										Ro	om5 t	transi	tion 📗		
Add collision	11/28	11/29																										Ad	ld col	lision			
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om5	11/29/19	11/30/19																										roote		nE lav	court		3'
Create room5 layout	11/29	11/30																										reate		n5 lay			
Add spikes	11/29	11/30																												dd spi			
Add enemies	11/29	11/30																												enen			
Add collision	11/29	11/30																												d collis			
Add to be continued transition	11/29	11/30																								Add to	o be c	ontir	nued 1	transi	tion		4
ifacts	11/30/19	12/01/19																												Ar	tifact	ts 💻	+
add tests	11/30	12/01																												A	dd tes	sts	
Add doxygen documentation	11/30	12/01																									Add d	loxyg	gen do	ocume	entatio	on 🔚	
inalize works cited	11/30	12/01																										F	inaliz	e wor	ks cite	ed	
Finalize sprint backlog	11/30	12/01																										Fina	alize s	print	backlo	og	
Merge house with master	11/30	12/01																									Ме	erge	house	e with	mast	er	
Finalize state diagram	11/30	12/01																										-			diagra		
Finalize use case diagram	11/30	12/01																									Fin	nalize	use	case o	diagra	ım	
Finalize meeting log	11/30	12/01																													ting lo		_
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