Log of Individual achievements in GDD

**Week 1 - 11/09/2018**

* Assembled a team consisting of past college friends to make sure the team’s chemistry is high and that we already know each other.
* Give ideas of games I thought of throughout the summer.

**Things for next week**

* Make a GitHub so we can make a team page to share our work.
* Make a project document.
* Start thinking of the art style.
* Start thinking of the mechanics of the game.

**Week 2 – 18/09/2018**

* Create a GitHub and upload the meeting me and David had as ross was absent.
* Think of how the game will look in terms of the art style and if it was going to be in 3D or 2D.
* Started making the project plan using project 2016.

**Things for next week.**

* Start making sketches of the different items in the game.
* Start thinking of the different sound effects the game will have.
* Start thinking of the level concepts and what the objectives are.