week #	Name	Total actual tim	Total Individual	Total meeting ti	Task Breakdown 0 - learning 1 - requirement analysis 2 - design 3 - implementation 4 - test 5 - communication/management 6 - unclassified	time for type 0	time fo[r 1]	time [2]	time [3]	time [4]	time [5]	time f[6]	Estimated tasks for next week	Total estimated time
1	Paul Pollack	6.5	4.5	2	0 - learning Unity IDE and C# 1 - brainstorm general game ideas 2 - brainstorm game mechanics 5 - first group meeting 6 - installing Unity	3	0.5	0.5			2	0.5	0 - continue learning Unity and C# 0 - write Git tutorial and learn branch 1 - refine general game ideas 2 - refine game mechanic ideas 5 - second group meeting	10
2	Paul Pollack	15.1	11.3	3.8	0 - continue learning Unity and C# 0 - write Git basics tutorial and learn branch management 1 - refine general game ideas 1 - contributed to overview for SPPP 2 - refine game mechanic ideas 5 - second and third group meetings	6	1	0.5			3.8		0 - finish Unity shooter tutorial 0 - find resources on designing ene 1 - Contribute further to SPPP, parti 2 - flush out game objects and asso 2 - design git repo and task dissemi 5 - third/fourth group meeting	12
3	Paul Pollack	17.75	15	3.75	0 - continue Unity shooter tutorial 0 - continue learning on branch management 1 - write and refine user stories 2 - flush out game objects and associated methods 2 - design git repo and branch management scheme 5 - third/fourth group meeting 6 - write SCMP section of SPPP 6 - write meeting minutes report 6 - prepare for related works and configuration sections of presentation	3.5	2	2			3.75	7.5	0 - finish Unity tutorial 0 - put together branching & mergin 1 - continue with user stories 2 - refine high-level descriptions of g 5 - initialize baseline repo and make 5 - fifth/sixth group meeting	12
4	Paul Pollack	7.5	4.5	3	0 - finish Unity tutorial 1 - translate user stories into objects and functions 2 - begin drafting Enemy Spawn Manager 4 - Test player character model and animation 5 - Troubleshooting Git issues 5 - fifth group meeting	1	1	1		0.5	4		0 - fill in c# knowledge gaps 3 - write code for Enemy Spawn Ma 5 - sixth/seventh group meeting	?
5 (10/02-10/08)	Paul Pollack	14.5	9.5	5	0 - reading C# and Unity documentation as necessary 2 - designing enemy spawn manager 2 - designing enemy movement patterns 3 - begin writing EnemyGenerator class 3 - begin writing "smart" and "dumb" enemy classes 5 - sixth group meeting 5 - coding session with Nabil	1.5		3	5		5		0 - continuing to read documentatio 2 - contributions to GDD 2 - continue working on enemy AI a 3 - continue implementing enemies 5 - seventh group meeting	?
6 (10/09 -10/15)	Paul Pollack	17	13	4	0 - Reading C# and Unity documentation as necessary 2 - Contributing to GDD and presentation 2 - Continued work on enemy spawning and movement 3 - Continued implementation of enemy spawning and movement 3 - incorporating proper prefabs into test scene 4 - testing gameplay with new prefabs 4 - testing movement patterns and spawning 5 - coding session with Nabil 5 - seventh group meeting over Skype	3		4	6	2	4		1 - revisit and revise requirements 2 - continue work on enemy movem 3 - continue implementation of enem 4 - continue testing 5 - eighth group meeting	
7 (10/16 - 10/23)	Paul Pollack	11.5	9.5	2	0 - reading C#/Unity docs 1 - add new user stories to pivotal tracker 2 - design algorithm to generate word from lesson and spawn appropriate letter 3 - implement intelligent word-spawning algorithm 4 - testing new code 5 - eighth group meeting 5 - troubleshooting git issues	0.5	0.5	2	4	0.5	4		1 - new requirements 2 - design advanced enemy movem 3 - implement those algorithms 3 - refactor code 4 - test new code as written 5 - ninth group meeting	
8 (10/24 - 10/30)	Paul Pollack	14	10	3	0 - reading docs as needed 2 - continue work on EnemyGenerator, specifically boss spawning conditions, letter management and interface with Context 3 - implement above design tasks 3 - refactor 4 - testing 5 - ninth group meeting/coding session 5 - git troubleshooting	1		2	6	1	4		0 - read about movement algorithms in shoot 'em ups 1 - revisit requirements and add new ones if needed 2 - design more advanced enemy movement for smart enemies 3 - implement more movement algor 3 - implement smart enemy projectil 4 - test new code 5 - tenth group meeting	
9 (10/31 - 11/6)	Paul Pollack	17	14	3	0 - reading about movement algorithms 1 - requirements revisited 2 - Work on improving GDD 2 - SmartEnemy movement design 3 - SmartEnemy movement implementation 5 - tenth group meeting 6 - work on presentation	1	1	7	1		3	4	0 - read docs as needed 1 - new user stories 2 - work on smart enemy movement 3 - implement smart enemy movement 4 - test smart enemy movement 5 - eleventh group meeting	
10 (11/7 - 11/13)	Paul Pollack	1.5	1	0.5	3 - Adding docstrings to code 5 - git troubleshooting				1		0.5		0 - read docs as needed 1 - new user stories 2 - work on smart enemy movement 2 - design powerups 3 - implement powerups 3 - implement smart enemy movem 4 - test smart enemy movement 5 - twelfth group meeting	
11 (11/14 - 11/20)	Paul Pollack	17	12	5	0 - research on enemy movement algorithms, specifically using cosine function 1 - updating user stories progress 2 - designing smart enemy movement and projectile firing 3 - beginning work on slowdown powerup 3 - beginning work on slowdown powerup 3 - implementing smart enemy movement and projectile firing 4 - testing and debugging movement/projectiles 5 - twelfth group meeting 5 - coding session with Nabil	2	1	3	4	2	5		0 - researching testing tools for Unit 1 - updating user stories 2 - completing or dropping unfinishe 3 - completing or dropping unfinishe 3 - adding summary tags to all class 4 - lengthy testing efforts to discover 5 - thirteenth group meeting	

Project GameDev- Your Project Name

Task Breakdown
0 - learning
1 - requirement analysis
2 - design
3 - implementation
4 - test
5 - communication/management
6 - unclassified

week #	Name	Total actual tim	Total Individual work time	Total meeting time	Task Breakdown	time for type 0 tasks	time for type 1 t	time for type 2 t	time for type 3 t	time for type 4 t	time for type 5 t	time for type 6 t	Estimated tasks for next week	Total estimated time
1	David Lustig	5.25	5	0.25	0 - Learning Unity 3D IDE 1 - Get general idea of product 6 - Install Unity 3D IDE on Dev PCs	3.5	0.25					1.5	0 Unity Tutorials 1 Obtain requirements 6 Setup Git account	8
2	David Lustig	10.1	6.33	3.75	0 - Learning Unity 3D IDE 1 - Brainstorming and evaluating requirements 2 - Brainstorming design and its relation to req 6 - Installing and troubleshooting software on	5.5	2.25	0.5				1.83	0 Unity Tutorials 1 Finalization of initial requireme 2 Beginning of design 6 Documentation	10
3	David Lustig	13.33	9.42	3.92	1 - Flushed out and organized requirements 2 - Brainstormed design ideas and names 5 - Logged hours worked 6 - Worked on documentation (SPPP & Presen		2.25	2			0.33	8.75	0 Unity Tutorials 1 Prioritization of requirements 2 Game design concepts 3 Prototype coding 6 GDD documentation	15
4	David Lustig	7	4	3	0 - Git learning and issue resolution 2 - Data structure design 5 - Organizing and assigning task for the week 6 - Worked on documentation (SPPP and Pres	2.5	1.5				1	2	2 Game design concepts 3 Prototyping coding 5 Task delegation	10
5 (10/02-10/08)	David Lustig	16.17	12.5	3.67	0 - Researched GUI design in Unity 2 - Meetings to review game design and functi 3 - Coding data structures, save/load functiona 5 - Collaboration meetings and weekly report	1.5		2.17	10.75		1.75		2 Game design concepts 3 Finalize prototype 1 coding 5 Task delegation and coordinati 6 GDD documentation	10
6 (10/09 -10/15)	David Lustig	7	4.5	2.5	3 - Develop/enhance Manage Lessons screen 5 - Collaboration meeting 6 - GDD and Presentation				3		0.5	3.5	2 Plan goals for next iteration 3 Enhance game learning logic 3 Enhance smart screens 5 Task analysis	8
7 (10/16-10/22)	David Lustig	8	6	2	3 - Style Manage Lessons screen 4 - Created Unit tests for custom data structure 5 - Collaboration meetings				4	2	2		3 Create New Game screen 5 Task analysis 6 Work on updating GDD/SDD	8
8 (10/23-10/29)	David Lustig	8.5	5.5	3	2 - Created difficulty level classes 3 - Created basic New Game screen 5 - Collaboration meetings 6 - Collaborative coding session			1.5	4		1	6	3 Finalize New Game screen 3 Work on character animations 6 Update GDD and presentation	10
9 (10/30-11/05)	David Lustig	18.2	15.2	3	3 - Developed New Game screne 3 - Updated save functionality to include additi 4 - Tested and documented signficant issues 5 - Collaboration meeting 6 - GDD and documentation				8	1	3	6.2	3 - Help incorporate difficulty lev 3 - Help incorparate save/load fu 5 - Prioritize tasks for next iterati	8
10 (11/06-11/12)	David Lustig	7	5.5	2.5	2 - Brainstorm potential solutions to requireme 3 - Refactor Context data object to be self-cont 5 - Analyze requirements/tasks for this iteratio 6 - GDD			1	1.5		1.5	3	3 - Help incorporate difficulty lev 3 - Help incorparate save/load fu 3 - Resolve bugs	8
11 (11/13-11/19)	David Lustig	10	8	2	3 - Refactoring implementation of Health 3 - Implementing dual-pencil power-up logic 5 - Collaboration meeting				7.5	0.5	2		3 - Smart screen scaling 3 - End-game screen	9
12 (11/20-11/26)	David Lustig	12	12	0	3 - Refactoring smart screen code for scaling 3 - Creation of Win All (end game) screen 3 - Enhance difficulty object 4 - Testing refactored and new code				11	1			6 - Build code docs 6 - Presentation	10
13 (11/27-12/03)	David Lustig	8	8	0	6 - Build code documetation help files 6 - Presentation							8		

week #	Name	Total actual time of this week tasks (h)	Total Individual work time	Total meeting time	Task Breakdown 0 - learning 1 - requirement analysis 2 - design 3 - implementation 4 - test 5 - communication/management 6 - unclassified	time for type 0 tasks (learning)	time for type 1 tasks (requirement analysis)	time for type 2 tasks (design)	time for type 3 tasks (implementation)	time for type 4 tasks (test)	time for type 5 tasks (communication/management)	time for type 6 tasks (unclassified)	Estimated tasks for next week	Total estimated time
1 (9/5 - 9/11)	Jeannie Trinh	7.5	4.5	3	0 - Started Unity3D 2D shooter tutorial 1 - Establish general idea of project 5 - Attended first group meeting at Sunset Cantina, getting to know the team 6 - Installed Unity3D	3	0.5	0	0	0	2	1		8 / 5
2 (9/12 - 9/18)	Jeannie Trinh	10.5	6.5	4	0 - Finished Unity3D 2D shooter tutorial, refreshed on Github controls 1 - Settle on basic game layout with team 2 - Think of some game ideas/features 5 - Attended 2nd group meeting at ENG study hall 6 - Installed Github	5.5	2	0.5	0	0	3	0.5		7 / 8
3 (9/19 - 9/25)	Jeannie Trinh	4	1	3	1 - Wrote down project requirements into the SPPP 2 - Discussed with teammates some more designs of the game 5 - Attended 3rd group meeting at CAS classroom 6 - Worked on part of the SPPP and this week's presentation for class	0	1	1	0	0	3	1		6 / 4
4 (9/26 -10/02)	Jeannie Trinh	4.1	1	3	0 - Read and watched some tutorials on making an HUD for software 2 - Thought about how to design the HUD class for the product 3 - Set up the HUD class in local version of project (still working on how to implement exactly) 5 - Attended 4th group meeting at CAS classroom and normal email communication, includes talking about setting up and tieing loose ends on how to contribute to project via Git (now set-up for committing)	0.5	0	0.5	0.1	0	3	0	0 - More research on best way to implement HUD 2 - More design ideas discussion with teammates 3 - Finish basic implementation of HUD class 5 - Group meeting	6
5 (10/03 - 10/09)	Jeannie Trinh	7	3	3	2 - Discussed some more class design with team 3 - Implemented Inventory and CollectedLetter classes along with HUD 4 - Bounded some keyboard keys to test the inventory and HUD 5 - 5th meeting	0	0	0.5	4	Few minutes/ during implementation	3	0	6 - Complete my part of the GDD (Game Design Document) for class 3 - More HUD class and Pause menu 5 - Group meeting of some form	6+
6 (10/10 - 10/16)	Jeannie Trinh	6	3	3	2 - Discussed some more class design with team 3 - Implemented selection of letter in inventory 4 - Test that selected letter is indicated when clicked 5 - 6th meeting to prepare for iteration 1 being completed	0	0	3	2.5	0.5	3	0	2 - Discussed post first iteration next steps 3 - Figure out and work on next task in code 5 - 7th meeting for 2nd iteration	6
7 (10/17-10/23)	Jeannie Trinh	5	3	2	2 - Discussed post first iteration next steps: Boss and some other things needed to do 3 - Implemented Inventory and CollectedLetter classes along with HUD 4 - Bounded some keyboard keys to test the inventory and HUD 5 - 7th meeting - post first iteration, split up more tasks amongst members	0	0	2	2.5	0.5	2	0	2 - Discuss with teammates in integrating part of my code with theirs 3 - Pause Menu, more HUD updating 5 - 8th meeting for 2nd iteration	6
8 (10/24 - 10/30)	Jeannie Trinh	4	4	0	3 - Streamlined the HUD to show only letters collected (rather than the entire alphabet), Added variable in Context class to keep track of the hint for the boss level 4 - Tested HUD streamlined version and boss hint, Attempted to add a skin to HUD, but it was really laggy, so removed the change for now	0	0	0	3	1	0	0	3 - Pause menu 4 - Testing, as always 6 - Documents and presentation	15
9 (10/31 - 11/6)	Jeannie Trinh	14	11	3	1 - Requirement Analysis for iteration 2 and presentation 3 - Laid out and created almost fully complete Pause Menu 4 - Testing Pause Menu, integrating with other parts of project such as main menu, new game, etc., debugging 5 - 9th meeting with team, going over tasks for Iteration 2 completion 6 - Documentation and presentation for class	0	1	0	6	1	3	3	3 - Finish pause menu functionalities 4 - Testing, as always 5 - Meet with team 6 - More GDD	8
10 (11/07 - 11/13)	Jeannie Trinh	16	14	2	2 - designed Health class and made HP bar for HUD, and resized the HINTs feature, and letter selection via keyboard 3 - implementation (same as above) 4 - test (same as above) 5 - communication/management (meeting with team for 2 hours)	0	0	2	11	1	2	0	3 - Add music to game, make some power-ups 5 - Ask team leader for help with power-ups implementation, meeting	10

week #	Name	Total actual time of this week tasks (h)	Total Individual work time	Total meeting time	Task Breakdown 0 - learning 1 - requirement analysis 2 - design 3 - implementation 4 - test 5 - communication/management 6 - unclassified	time for type 0 tasks (learning)	time for type 1 tasks (requirement analysis)	time for type 2 tasks (design)	time for type 3 tasks (implementation)	time for type 4 tasks (test)	time for type 5 tasks (communication/management)	time for type 6 tasks (unclassified)	Estimated tasks for next week	Total estimated time
11 (11/14 - 11/20)	Jeannie Trinh	13	11	2	0 - learned a bit of how to pair multiple game objects as one prefab, learned how to add and manage music within game 2 - design (see below with implementation) 3 - implementation (implemented background music, made dual pencils prefab as powerup for game, made mushroom prefab as powerup, and made a "hurricane" projectile for player) 4 - test (same as above) 5 - communication/management (meeting for 2 hours to touch base)	1	0	2	7	1	2	0	3 - HUD updates and make some explosion prefabs 5 - communication/management (email updates with team)	3
12 (11/21 - 11/27)	Jeannie Trinh	3	0	3	3 - Move hp and score bar to bottom of screen 4 - test (see above) 5 - communication/management (email updates with team)	0	0	0	2	0.5	0.5	0	6 - Work on presentation	6
13 (11/28 - 12/04)	Jeannie Trinh	5	4.5	0.5	5 - communication/management (work with team online for presentation and any loose ends needed for demo) 6 - worked on presentation	0	0	0	0	0	0.5	4.5	6 - Finish rest of project documentation	5

Project GameDev- James Raygor

week #	Name	Total actual time	Total Individual work time	Total meeting time	Task Breakdown 0 - learning 1 - requirement analysis 2 - design 3 - implementation 4 - test 5 - communication/management 6 - unclassified	time for type 0 tasks	time for type 1 t	time for type 2 t	time for type 3 t	time for type 4 t	time for type 5 t	time for type 6 t	Estimated tasks for next we	Total estimated time
1(9/4-9/11)	James Raygor	4	2	2	0 Generating idea 1 watch unity tutorial 2 explore unity 3 group meeting	1	0	1	0	0	2	0	0	4
2(9/11-9/18)	James Raygor	5	1	4	0 Group meeting 1 unity tutorial 2 C# tutorial 3 ideas	1	0	2	0	0	2	0	7	9
3(9/18-9/25)	James Raygor	9.5	9.5	0	0-Learning QA 1-Requirement analysis of project based off QA 2-Design of QA for project 3-Implementation of QA through docs and slide show 4-Icebox user stories	2.5	2	2	2	1			10	17
4(9/25-10/2)	James Raygor	9	6	3	0-Meeting 1-Research work requirements 2-Designing how to fulfill work requirements 3-Implementation of work 4-troubleshotting	3	1	1	3	1	0	0	10	26
5(10/2-10/9)	James Raygor	7	4	3	0-Meeting 1-coding 2-troubleshotting	3	2	2	0	0	0	0	10	33
6(10/9-10/16)	James Raygor	9	7	2	0-Meeting 1-coding 2-Artwork design 3-troubleshotting	2	3	2	2	0	0	0	10	42
7 (10/16-10/23)	James Raygor	8	5.5	2.5	0-Meeting 1-Research 2-Develop words 3-code	2.5	2.5	1	2	0	0	0	10	50
8(10/23-10/30)	James Raygor	12	12	0	0-Code 1-Graphic Design 2-Clean-up/ restructure 3-Paperwork GDD	4	3	3	2	0	0	0	10	62
9(10/30-11/6)	James Raygor	13	10	3	0-Meeting 1-GDD 2-Presentation 3-Tracking Bugs/Metrics 4-Code research for improving my menu code and bugs 5-Graphics work and redsign	3	2	1	2	2	3	0	10	75
10(11/6-11/13)	James Raygor	11.4	10	1.4	0-Meeting 1-Graphics 2-Formatting 3-Coding	1.4	4	3	3	0	0	0	10	85
11(11/13-11/21)	James Raygor	12	10	2	0-Meeting 1-Bug Fix 2-Graphic Adjusting 3-Code Research 4-Coding 5-code trouble shotting	2	2	2	2	1	3	0	10	97
12	James Raygor	0	0	0	0- 1- 2- 3-	0	0	0	0	0	0	0	0	0
13	James Raygor	0	0	0	0- 1- 2- 3-	0	0	0	0	0	0	0	0	0
14	James Raygor	0	0	0	0- 1- 2- 3-	0	0	0	0	0	0	0	0	0
15	James Raygor	0	0	0	0- 1- 2- 3-	0	0	0	0	0	0	0	0	0

week #	Name	Total actual tim	Total Individual	Total meeting ti	Task Breakdown 0 - learning 1 - requirement analysis 2 - design 3 - implementation 4 - test 5 - communication/management 6 - unclassified	time for type 0 t	time for type 1 t	time for type 2 t	time for type 3 t	time for type 4 t	time for type 5 t	time for type 6 t	Estimated tasks for next week	Total estimated time
1	Nabil Lamriben	13.8	10	3.8	0- meeting team mebers 5-review past unity project 5-setup brainstrom shared doc 5-setup useful links shared docs 2 -6 brainstorm some art assets	4	0	0	0		3	3		
2	Nabil Lamriben	15	13	2	0-learning and testing Git 0- brushing up on Blender and Unity/Blender integration 1-user stories 2-brainstorm game play ideas for player and bosses 2-fixing particles in demo and add red ship asset 2-create enemy vowel prototype 4-test Blender/Unity Integration (early stage templates) 5-researching ASANA and Pivotal tracker	3	1	5	0	1	3	0		
3	Nabil Lamriben	13.75	10	3.75	0-Git branching and merging 1- more user stories 1-finalize team name and game name 2-reduce scope of game to one level 6- work on SPPP doc and Presentation	1	3	1	0		5	0		
4	Nabil Lamriben	33.5	30.5	3	0- reding Blender advanced motions 0- learning exports to new version of Unity 1- slean up user stories 2- drew main character / enemy/ ground 2-built 3d Albert with idle, walk, fall animation 3- built AlbertController 4- tested throught the buid 5-pushed V1 and V2 to github	3	1	14	12	0	0.5	0		
5	Nabil Lamriben	29.5	26.5	3	0- Blender convert Animation to Action 2-Create 26 letter + make prefabs out of them 2-create Albert Walkback and throw animation 2-Create Boss with animation and code to follow player 3-Albert can collect letters and keep count of collection 5-Mitutes taking	1	0	18	7	0	0.5	0		
6 (10/9-10/15)	Nabil Lamriben	16.5	16.5	0	0- Discuss boss fight with Paul 1-GDD 2- work with Paul on enemy motion 2- collectibles 3-creatprefab 3h, implement 2h 6- bug fixing was away 3 days	0.5	4	5	0	0	5	2		
7 (10/16 -10-23)	Nabil Lamriben	38	36	2	0-learnig Animation crossfade 1-GDD 2-Design boss letter prefab 3-implement boss letters 3-imp. shot letetrs collectibles 2-background art 2-Albert's projectile letters 3-boss shows letters 3-land generator 3-implement Albert shoots letters 3-implement changes attack stses 3-implement boss events gunsdied 6-bug fixing 6-team's code review	2	10	16	3	0	0	5	this week: random land generator: 6h texturing ALbert:2h texturing boss:involves UV mapping, and draing textures: 5h making cartoon style land art:1h	
8 (10/24 - 10/30)	Nabil Lamriben	37	34	3	0- Normal texturing learning/testing->1h 2 - Land Tiles->3h 2- Bossv4 texturing->2h 2- Bossv4 animation->3h 3 - Wrong Letter bounce off boss->4h 3-Messenger class ->2h 3-Land Gen ->3h 3-Random Land Gen->4h 3-rebuildBoss_4->4h 3-Bossv4 coroutines->3h 6 - fix eror script duplication->1h 6- pivotakil tracker ->2h	1	7	20	0	0	3	3	next week is Cryptography mid term , I will not have much time	
9 (10/31 - 11/6)	Nabil Lamriben	5	5	0	0 - learning / midterm 1 - nothing / midterm 2 - nothing / midterm 3 - nothing / midterm 4 - nothing / midterm 5 - was updated about the team meeting i missed 6 - GDD doc ->5h	0	0	0	0	0	0	5	Fix albert controller/ fix boss move side to side/ enemy vowels need to attack/ albert needs to lose health / albert needs to fall upn collision .. if time smoke and effects	
10 (11/7 - 11/13)	Nabil Lamriben	46	45	1	Task Breakdown 0 - video on colliders+ read Unity documaentation->1h 0- research knock back with rigidbodies ->1h 1 - update Bug report in Pivotal tarckr, QA bug report, and GIthub -> 2h 1- reading up ol;d requirements about powerups ->10 min ... 2 - Desing base for new boss->2h 2- maping /redesign ALL colliders ->5h 2- Albert real Texturing->3h 2-new GproductionsLogo->1h 2-design ew winter tiles -> 4h 3-black stars explosion on collision ->2h 3 - implement colliders interaction ->4h 3- Boss / Albert/ bossprojectile /albert projectile Colliders ->4h 3- MAke boss/bosscannon/bosseye work properly with AlbertPlayerPrefab ->5h 3- boss counts how many cannons are attached internally ->1h 3- implembent Land generator for winter landscape-> 3h 3- Boss slides into scene ->1h 3- Boss eyes glow red on wrong letter + cannons make smoke when dead->1h 3- Boss searches for his eyes internally ->1h 3- a sort of AOE powerup ->2h 4 - test--> throughout implementation.. did not keep track 6 - Pivotaltracker update bugs na code cleaning->3h 6 - unclassified	2	2	15	24	0	0	2	get BigBoss to work : 1 need about 5h to build him in Blender, 3 h to skin 3 h -> animation (maybe more sisnce he will have open/close animations) 2h-> texture I guess about 5h to implement his gameobject int o Unity and about 4h to get all teh scripts to work I need 22h total for a working BigBoss	
11(11/14- 11/20)	Nabil Lamriben	21	21	0	Task Breakdown 0 - learning Coroutines ->4h (building and testing bigboss path coroutine) 1 - requirement analysis 2 - mushroomPrefab -> 2h 2-new boss buid ->5h 2-dual pencil preojectile->2h 2- lightning bolt houreglass -> 1h 3-hurricane drop and Albert invincibikity->1.5h 3 - dual pencil implementation->3.5h 3-bigbis open close mouth letter bounceoff ->2h (had to readust many colliders) 4 - test 5 - communication/management 6 - unclassified	4		10	7	0	0	0		

12(11-21 - 11-28)	Nabil Lamriben	14	14	0	-thanksgivibg 2-multiboss (same bigboss, but different colors) -> 2h 2-levels have different soundtracks -> 1h 3- bosses get harder as level increase ->1h 3-two different motion patterns for bigboss ->0.5h 3-hour glass is implemented -> 0.5 3-enemy projectile affected by level number -> 2h (using graph formula) 3-different backgrounds depending on level ->0.001 h //just uncommented a line i wrote a 2- made some drawings of defeated boss1 and bigboss, and victorious Albert, win scene sh	0	0	10	4	0	0	0
13(11/29 -12/5)		10	10	0	presentataion	0	0	0	0	0	0	10