					Task Breakdown												
					1 - requirement analysis												
					2 - design 3 - implementation 4 - test												
	None	Total colors Co.	T-1-11- (C-141		5 - communication/management		F					F-1-1 P	de differen				
week #	Name	Total actual tim	Total Individual			time for type o	unie io u	me ume	une u	ne um		Total estima	ited time				
					0 - learning Unity IDE and C# 1 - brainstorm general game ideas 2 - brainstorm game mechanics 5 - first group meeting						0 - continue learning Unity and C# 0 - write Git tutorial and learn branch						
	1 Paul Pollack	6.5	4.5	2	2 - Dialistoning galle friedfallics 5 - first group meeting 6 - installing Unity	3	0.5	0.5		2 0	1 - refine general game ideas 2 - refine game mechanic ideas 5 5 - second group meeting	10					
					0 - continue learning Unity and C#						0 - finish Unity shooter tutorial						
					0 - write die lastics tutorial and learn branch management 1 - refine general game ideas 1 - contributed to overview for SPPP						0 - find resources on designing ene 1 - Contribute further to SPPP, parti						
					contributed to overview for SPPP cefine game mechanic ideas second and third group meetings						2 - flush out game objects and asso 2 - design git repo and task dissemi 5 - third/fourth group meeting						
	2 Paul Pollack	15.1	11.3	3.8	5 - second and third group meetings	6	1	0.5		3.8	5 - third/fourth group meeting	12					
					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						0 - finish Unity tutorial						
					1 - write and retirne user stories 2 - flush out game objects and associated methods 2 - design git repo and branch management scheme 5 - thirdflouth group meeting 6 - write SCMP section of SPPP						0 - finish Unity tutorial 0 - put together branching & mergin 1 - continue with user stories						
	3 Paul Pollack	17.75	15	2.75	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		76 7	2 - refine high-level descriptions of g 5 - initialize baseline repo and make 5 - fifth/sixth group meeting	12					
	J F dui F Ollack	17.73	15			3.3		-		1.75	.5 5 - Intrivitating group meeting	12					
					1 - finish Unity tutorial 1 - translate user stories into objects and functions 2 - begin drafting Enemy Spawn Manager												
					2 - Design training Jeanny Speak Manager 4 - Test player character model and animation 5 - Troubleshooting Git issues 5 - fifth group meeting						0 - fill in c# knowledge gaps 3 - write code for Enemy Spawn Ma 5 - sixth/seventh group meeting						
	4 Paul Pollack	7.5	4.5	3	5 - titth group meeting	1	1	1	0.5	4	5 - sixth/seventh group meeting	8					
					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						0 - continuing to read documentatio 2 - contributions to GDD 2 - continue working on enemy AI a						
5 (10/02-10/08)	Paul Pollack	14.5	9.5	_	3 - begin writing "smarf" and "dumb" enemy classes 5 - sixth group meeting 5 - coding session with Nabil	1.5		3 5		5	2 - continue working on enemy Al a 3 - continue implementing enemies 5 - seventh group meeting	12					
J (10/02-10/08)	r au r'UlldUK	14.5	9.5			1.5		J 5	+	3	o seventin group meeting	12					
					Reading C# and Unity documentation as necessary Contributing to GDD and presentation Continued work on enemy spawning and movement												
											4						
					3 - Continued implementation or enemy spawning and movement 3 - incorporating proper prefabs into test scene 4 - testing gameplay with new prefabs 5 - coding session with Nabil 5 - coding session with Nabil						revisit and revise requirements continue work on enemy movem continue implementation of enem						
6 (10/09 -10/15)	Paul Pollack	17	13	4	5 - coding session with Nabil 5 - seventh group meeting over Skype	3		4 6	2	4	4 - continue testing 5 - eighth group meeting	15					
					0. reading C#/ Inity doce												
					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						1 - new requirements 2 - design advanced enemy movem						
					3 - implement intelligent word-spawning algorithm						3 - implement those algorithms						
7 (10/16 - 10/23)	Paul Pollack	11.5	9.5	2	5 - troubleshooting git issues	0.5	0.5	2 4	0.5	4	3 - refactor code 4 - test new code as written 5 - ninth group meeting	15					
											0 - read about movement algorithms						
					0 - reading docs as needed 2 - continue work on EnemyGenerator, specifically boss						in shoot 'em ups 1 - revisit requirements and add new						
					spawning conditions, letter management and interface						ones if needed						
					3 - implement above design tasks 3 - refactor						movement for smart enemies 3 - implement more movement algor 2 implement smart enemy projectil						
8 (10/24 - 10/30)	Paul Pollack	14	10	3	4 - testing 5 - ninth group meeting/coding session 5 - git troubleshooting	1		2 6	1	4	3 - implement smart enemy projectil 4 - test new code 5 - tenth group meeting	15					
					0 - reading about movement algorithms 1 - requirements revisited 2 - Work on improving GDD						0 - read docs as needed 1 - new user stories						
					2 - SmartEnemy movement design 3 - SmartEnemy movement implementation						2 - work on smart enemy movement 3 - implement smart enemy movem						
9 (10/31 - 11/6)	Paul Pollack	17	14		5 - tenth group meeting 6 - work on presentation	1	1	7 1		3	3 - implement smart enemy movem 4 - test smart enemy movement 5 - eleventh group meeting	10					
											0 - read docs as needed						
											new user stories work on smart enemy movement design powerups						
											3 - implement powerups 3 - implement smart enemy movem						
10 (11/7 - 11/13)	Paul Pollack	1.5	1	0.5	3 - Adding docstrings to code 5 - git troubleshooting			1		0.5	4 - test smart enemy movement 5 - twelfth group meeting	15					
					research on enemy movement algorithms, specifically using cosine function updating user stories progress designing smart enemy movement and projectile firing						0 - researching testing tools for Unit						
					Updating users includes progress sea. designing smart enemy movement and projectile firing beginning work on slowdown powerup implementing smart enemy movement and projectile firing implementing smart enemy movement and projectile firing						0 - researching testing tools for Unit 1 - updating user stones 2 - completing or dropping unfinishe						
					3 - implementing smart enemy movement and projectile firing 4 - testing and debugging movement/projectiles 5 - twelfth group meeting 5 - coding session with Nabil						completing or dropping unfinishe adding summary tags to all class lengthy testing efforts to discover thirteenth group meeting						
11 (11/14 - 11/19)) Paul Pollack	17	12	5	5 - coding session with Nabil	2	1	3 4	2	5		8			-		
40 (44)00 44:	David D. F		_		Theology in a Decel						3 - refactoring 3 - adding summary tags 4 - testing						
12 (11/20 - 11/26)) Paul Pollack	0	0		Thanksgiving Break		-		+	+	+ - (esting	8					
					putting together design portion of final presentation refactoring adding summary tags												
13 (11/27 - 12/3)	Paul Pollack	10	10	0	4 - testing			5 2	3	-							
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Project Gan	neDev- You	r Project Na	me											
reek#	Name	Total actual tim	Total Individual work time	0 1 2 3 4 5	ask Breakdown - learning - requirement analysis - design - implementation - test - communication/management - unclassified	time for type 0 tasks	s 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 5	0 1 0.25	- Learning Unity 3D IDE - Get general idea of product - Install Unity 3D IDE on Dev PCs	3.5	0.25					1.5	Unity Tutorials Obtain requirements Setup Git account	8
2	David Lustig	10.1	6.33	1 2	Learning Unity 3D IDE Brainstorming and evaluating requirements Brainstorming design and its relation to req Installing and troubleshooting software on	5.5	i 2.25	0.5	i			1.83	Unity Tutorials Tinalization of initial requiremed Beginning of design Documentation	10
3	David Lustig	13.33	3 9.42	2	- Flushed out and organized requirements - Brainstormed design ideas and names - Logged hours worked - Worked on documentation (SPPP & Preser	1	2.25	2			0.33	8.75	Unity Tutorials Prioritization of requirements Game design concepts Prototype coding GDD documentation	15
4	David Lustig	7	7 4	2 5	Git learning and issue resolution Data structure design Organizing and assigning task for the week Worked on documentation (SPPP and Pres	2.5	i	1.5	i		1	2	2 Game design concepts 3 Prototyping coding 5 Task delegation	10
10/02-10/08)	David Lustig	16.17	7 12.5	23	Researched GUI design in Unity Meetings to review game design and functi Coding data structures, save/load functiona Collaboration meetings and weekly report	1.5	i	2.17	10.75	i	1.75	i	2 Game design concepts 3 Finalize prototype 1 coding 5 Task delegation and coordinal 6 GDD documentation	i 10
10/09 -10/15)	David Lustig	7	7 4.5	5	- Develop/enhance Manage Lessons screen - Collaboration meeting - GDD and Presentation				3		0.5	i 3.5	2 Plan goals for next iteration 3 Enhance game learning logic 3 Enhance smart screens 5 Task analysis	8
10/16-10/22)	David Lustig	8	3 6	4	Style Manage Lessons screen Created Unit tests for custom data structure Collaboration meetings				4	. 2	. 2		3 Create New Game screen 5 Task analysis 6 Work on updating GDD/SDD	8
10/23-10/29)	David Lustig	8.5	5.5	3 5	Created difficulty level classes Created basic New Game screen Collaboration meetings Collaborative coding session			1.5	5 4	·	1	6	3 Finalize New Game screen 3 Work on character animations 6 Update GDD and presentation	10
10/30-11/05)	David Lustig	18.2	2 15.2	3 4 5	Developed New Game screne Updated save functionality to include additi Tested and documented signficant issues Collaboration meeting GDD and documentation				8	1	3	6.2	3 - Help incorporate difficulty lev 3 - Help incorparate save/load fi 5 - Prioritize tasks for next iterat	1
(11/06-11/12	David Lustig	7	7 5.5	3 5	Brainstorm potential solutions to requireme Refactor Context data object to be self-con' Analyze requirements/tasks for this iteratio GDD	t		1	1.5		1.5	3	3 - Help incorporate difficulty lev 3 - Help incorparate save/load fr 3 - Resolve bugs	8
(11/13-11/19	David Lustig	10	8	3	Refactoring implementation of Health Implementing dual-pencil power-up logic Collaboration meeting				7.5	0.5	2	!	3 - Smart screen scaling 3 - End-game screen	9
(11/20-11/26	David Lustig	12	212	3	Refactoring smart screen code for scaling Creation of Win All (end game) screen Enhance difficulty object Testing refactored and new code				11	1			6 - Build code docs 6 - Presentation	10
(11/27-12/03	David Lustig	8	8		- Build code documetation help files - 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	time for type 3 tasks (implementa tion)	type 4	time for type 5 tasks (communic ation/mana gement)	tasks	i Estimated tasks for next week	Total estimated time
					Started Unity3D 2D shooter tutorial Establish general idea of project Attended first group meeting at Sunset Cantina, qetting to know the team									
1 (9/5 - 9/11)	Jeannie Trinh	7.5	4.5	3	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	
					Wrote down project requirements into the SPPP Discussed with teammates some more designs of the game Attended 3rd group meeting at CAS classroom Worked on part of the SPPP and this week's									
3 (9/19 - 9/25)	Jeannie Trinh	4	1	3	presentation for class	0	1	1	0	0	3	1	6	4
4 (9/26 -10/02)	Jeannie Trinh	4.1	1	3	O - Read and watched some tutorials on making an HUD for software Thought about how to design the HUD class for the product Set up the HUD class in local version of project (still working on how to implement exactly) S- 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 - 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	
5 (10/03 - 10/09)	Jeannie Trinh	7	3	3	Discussed some more class design with team Implemented Inventory and CollectedLetter classes along with HUD Bounded some keyboard keys to test the inventory and HUD The meeting	0	0	0.5	4	Few minutes/ during impleme ntation	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		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.								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	Discussed post first iteration next steps: Boss and some other things needed to do Implemented Inventory and CollectedLetter classes along with HUD Bounded some keyboard keys to test the inventory and HUD The 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	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			Requirement Analysis for iteration 2 and presentation Laid out and created almost fully complete Pause Menu Testing Pause Menu, integrating with other parts of project such as main menu, new game, etc., debugging Style meeting with team, going over tasks for Iteration 2 completion Coumentation and presentation for class						3		3 - Finish pause menu functionalities 4 - Testing, as always 5 - Meet with team 6 - More GDD	8
10 (11/07 - 11/13)		16			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					2		3 - Add music to game, make some power-ups 5 - Ask team leader for help with power-ups implementation, meeting	

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	time for type 3 tasks (implementa tion)	type 4	time for type 5 tasks (communic ation/mana gement)	tasks	i Estimated tasks for next week	Total estimated time
13 (11/28 - 12/04)	Jeannie Trinh	5	4.5	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
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
11 (11/14 - 11/20)	Jeannie Trinh	13	11		O - 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)		0	2	7	1	2	0	3 - HUD updates and make some explosion prefabs 5 - communication/management (email updates with team)	3

Project Gan	neDev- Jame	es Raygor													
	Nama	Total askualtina	Tatal ladicide al condition		Task Breakdown 0 - learning 1 - requirement analysis 2 - design 3 - implementation 4 - test 5 - Communication/management	time for the O tools	ima facture 4.4	time feet me 24	time feet are 2 h	time for home 4.4	time for time 5 t	time factors CA	Cating start deaths for a set use	Total action stand	
week #	Name	i otai actuai tim	Total Individual work time	I otal meeting time	Unclassified Generating idea	time for type u 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	ime
1(9/4-9/11)	James Raygor	4	2	2	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-loebox user stories	2.5	2	2	2	1			10	17	
4(9/25-10/2)	James Raygor	9	6	3	O-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-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		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(11/21-11/28)	James Raygor	12	6	6	0-Code sessions 1-Coding 2-Presentation numbers for QA and Metrics	6	4	2	0	0	0	0	0	109	
13(11/28-12/5)	James Raygor	5	5	0	0-Presentation 1-Coding	3	2	0	0	0	0	0	0	114	

					Task Breakdown													
					0 - learning													
					2 - design 3 - implementation													
					Task Breakdown Task Green at nalysis 2 - design 2 - design 4 - test 5 - communication management 6 - unclassified 6 - unclassified													
week #	Name To	otal actual tim	Total Individua	Total meeting ti	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 t	time			
					0- meeting team mebers 0-review past unity project 5-setup brainstrom shared doc 5-setup useful links shared doc 9- to trainstrom some at assets													
					5-setup brainstrom shared doc 5-setup useful links shared docs													
	1 Nabil Lamriben	13.8	1	0 3.8	8 -6 brainstorm some art assets	4		(0	0	3	3						
					0-learning and testing Git													
					1-user stories 2 brainstarm game play ideas for player and bases.													
					2-fixing particules in demo and add red ship asset													
	2 Nabil Lamriben	15	1	3 2	O-teaming and testing Gif Delemeng and testing Gif Delemeng and Delemend and Unity/Blender integration 1-user stores 2-brainstorm game play ideas for player and bosses 2-brainstorm game play ideas for player and bosses 2-brainstorm game play ideas for player and bosses 4-brainstorm game play ideas for player and playe	3	1		5 0	1	3	0						
					Git branching and merging more user stories indicate an ame and game name													
	3 Nabil Lamriben	13.75	1	0 3.75	2-reduce scope of game to one level 5 6- work on SPPP doc and Presentation	1	3		1 0	0	5	0						
					0- reding Blender advanced motions													
					0-learning exports to new version of Unity													
					0-learning exports to new version of Unity 1- slean up user stories 2- drew main character / enemyl ground 2-built 3d Albert with idle, walk, fall animation													
					2-built AbertController 4- tested through the build 3- 5-pushed V1 and V2 to github													
-	4 Nabil Lamriben	33.5	30.			3	1	14	12	0	0.5	0						
					Blender convert Animation to Action 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													
	5 Nabil Lamriben	29.5	26.	5 3	Bleader convert / Inimation to Action C-sease & Seker + make prefiles cont of them C-reates Albert Walkback and throw animation C-reate Albert Walkback and throw animation 3-Albert can collect letters and keep count of collection S-Mittee tasking	1	0	18	7	0	0.5	0						
					1-GDD 2- work with Paul on enemy motion													
					Discuss boss fight with Paul 1-GD0 2- work with Paul on enemy motion 2-collections 3h, implement 2h 6-buj bind you go													
6 (10/9-10/15)	Nabil Lamriben	16.5	16.	5 (0 was away 3 days	0.5	4		5 0	0	5	2						
					0-learnig Animation crossfade 1-GD0 2-Design boss letter prefab 3-implement boss letters 3-imp.shot letters collectibles													
					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								this week:					
					3-ind, Storf eletra Collections Storf eletra Collections 2-Albert's projectile letters 3-boss shows letters 3-boss shows letters 3-mplement Abert shoots letters 3-mplement changes atlack stees								this week: randome land generator: 6h textureing ALbert:2h textureing toss:rinvolves UV mapping, and draing textures: 5h making carbon style land art: th					
7 (10/16 -10-23)	Nabil Lamriben	38	3	6 2	5-hipfiking 6-bug fiking 2 6-team's code review	2	10	16	3 3	0	0	5	making cartoon style land art:1h					
					0- Normal texturing learning/testing->1h 2 - Land Tiles->3h													
					2 - Land Tiles->th 2 - Land Tiles->th 2 - Bossv4 texturing->2h 2 - Bossv4 texturing->2h 3 - Wrong Letter bounce off boss->4h													
					3-Messenger class ->2h 3-I and Gen ->3h													
					3-Random Land Gen->4h 3-rebuildBoss 4->4h													
0.440/04 40/05	N-Eill - "	37	3		3 - Wrong Lenter Dourline on poes-van 3 - Wrong Lenter Dourline on poes-van 3 - Hand Gen - Van 3 - Hand Gen - Van 3 - Hand Gen - Van 4 - Van - V		_	20				_						
8 (10/24 - 10/30)	Nabii Lamriben	37	3	* 3	э о- pivotakii u acker -> zn	1	7	20	. 0	0	3	3	next week is Cryptography mid term , I will not have much time					
					0 - learning / midterm 1 - nothing / midterm													
					0 - reaning / niderm 2 - nothing / miderm 3 - nothing / miderm 3 - nothing / miderm													
9 (10/31 - 11/6)	Nahil Lamribon			5	4 nothing / midterm 5 was updated about the team meeting i missed 0 6 - GDD doc ->-5h			,	,	_			Fix albert controller/ fix boss move side to side/ enemy vowels need to attack/ all	nert needs to loca !	health / albert roo	ds to fall upp colli	ision if time amol	ke and effects
5 (1001 - 1110)	. Audit Curlillucii	5		- '				<u> </u>			U			110003 (0 1088 1	albeit ilee	to tall upit coll		and criticis
					Task Breakdown													
					U - video on colliders+ read Unity documentation->1h 0- research knock back with rigidbodies ->1h 1 undate Pur report in Plumble tracks OA bus report and Cithub > 2h													
					1 - appare and report in invotantarion, QA and report, and Github -> 2n 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 GproductionsLago->1h 2-design ew winter tiles -> 4h													
					3-black stars explosion on collision ->2h 3 - implement colliders interaction ->4h								<u></u>					
					Boss / Albert/ bossprojectile /albert projectile Colliders ->4h Make boss/bosscannon/bosseye work properly with AlbertPlayerPrefab ->5h								get BigBoss to work: I need about 5h to build him in Blender, 3 h to skin 3 h - 3 animation (maybe more sisnoe he will have open/close animations) 21-> texture					
					3- boss counts how many cannons are attached internally ->1h 3- implement Land generator for winter landscape-> 3h								3 h to skin 3 h -> animation (maybe more sisnce he will have open/close animations)					
					3- Boss eyes glow red on wrong letter + cannons make smoke when dead->1h								2h-> texture I guess about 5h to implement his gameobject int o Unity					
					3- a sort of AOE powerup ->2h 4 - test-> throughout implementation did not keep track								and about 4h to get all teh scripts to work					
10 (11/7 - 11/13)	Nabil Lamriben	46	4	5 1	Task Breakdown O - video on colliders* read Unity documeentation>1h O- research knock back with rigithodies >>1h O- research knock back with rigithodies >>1h - research knock back with rigithodies >>1h - update Bur groot in Prodatl actor, Qh bug report, and Github > 2h - 1 berein production Prodatl actor, Qh bug report, and Github > 2h - 1 berein passe for new boss->>0h - 1 berein passe for new boss->>0h - 1 berein passe for new boss->>0h - 2 - new (productionst.ogo-> 1h - 2 - terew (productionst.ogo-> 1h - 3 - terew (productionst.ogo-> 1h - 1 - ter	2	. 2	15	5 24	0	2		I need 22h total for a working BigBoss					
					Task Breakdown													
					Task Breakdown O- learning Coroutines >-Ah (building and testing bigboss path coroutine) O- learning Coroutines O- learning Coro													
					2 - musmoontPretab -> 2n 2-new boss buid ->5h 2-dual papril prepiertile.>2h													
					2- lightning bolt houreglass -> 1h													
					3-humane aron an unsert invincibixiny 3-1.5n 3 - dual pencil implementation-3.5s 3-bighis open close mouth letter bounceoff ->2h (had to readust many colliders) 4 - test 5 - communication/management 0 - unclassified													
11(11/14- 11/20)	Nabil Lamriben	21	2	1 (5 - communication/management 0 6 - unclassified	4		10	7	0	0	0						

- flankagivito, 2-mullibores same bighoss, but different colors) > 2h 2-wireds have different soundinacis > 1h 3- toosse get harder as level increase > 1h 3- toosse get harder as level increase > 1h 3- toosse get harder as level increase > 1h 3- too different motion patterns for bighoss > 0.5h 3- too different motion patterns for bighoss > 0.5h 3- too different motion patterns for bighoss > 0.5h 3- denemy ropcetile affected by level number > 2h (using graph formula) 3- different backgrounds depending on level > 0.00 th h //just uncommented a line i virole a 12(11-21 - 11-28) Nabil Lamriben 14 14 14 15 - 11-28 Nabil Lamriben 15 14 14 14 14 14 14 14	h 0	-	10				0			
13(11/29 -12/5) 10 10 0 presentataion	0	0	0	0	0	C	10			