Task: Sample Assets

**Summary**: Downloaded Assests

**Details**: Downloaded some more sample assets from the unity store. This way I had a better choice of sprites to work with.

**Status**: Completed. I expected our team meetings to last about 15 minutes, but it only took around 45. (33% time accuracy).

Task: Parallax Scolling

**Summary**: Made the game have “Depth”

**Details**: I added a script so that the foreground and background move slightly so that they move in various speeds as the character is running making it look like the game has some depth to it.

**Status**: Completed. I expected our team meetings to last about 45 minutes, it actually took 80 minutes (177% off)

Task: Tiling

**Summary**: Draws gameobjects so there is always a background and foreground.

**Details**: Making sure we always have a background/foreground by making new game objects as the character moves closer to them. That way if a character is close to the end of one gameobject, it goes ahead and draws another.

**Status**: Completed. I expected our team meetings to last about 50 minutes, it actually took 120 minutes (240% off)

Task: Character Development

**Summary**: Made new character.

**Details**: Made a new character that move and has an arm that follows the curser. This will be better for guns and weapons later on.

**Status**: Completed. I expected our team meetings to last about 60 minutes, it actually took 105 minutes (175% off)