Task: Debug

**Summary**: Started working on debugging some code that I had.

**Details**: Main goals is get the camera to follow the character appropriately and the character falls when there is nothing below him/her.

**Status**: Completed. I expected our team meetings to last about 60 minutes, but it only took around 45. (133% time accuracy).

Task: Animation

**Summary**: Started connecting sprite to have some basic animations

**Details**: Had several sprites that I connected using the sprite animator in the Unity Sprite editor. Character can now “run” and “jump”.

**Status**: Completed. I expected our team meetings to last about 60 minutes, it actually took 90 minutes (66% off)

Task: Shooting

**Summary**: Worked on the basics of shooting the users gun

**Details**: The gun follows the mouse position and will shoot a bullet once a gun clicks.

**Status**: Completed. I expected our team meetings to last about 180 minutes, it actually took 225 minutes (80% off)

Task: Player Health

**Summary**: If the player falls beyond a certain y position, the player dies.

**Details**: Once the character dies, the character is deleted from the scene.

**Status**: Completed. I expected our team meetings to last about 60 minutes, it actually took 75 minutes (80% off)

Task: Respond

**Summary**: When a player dies, we need to respond said player

**Details**: GameObject spawn point can be placed in the game, the player will then respond at that point.

**Status**: Completed. I expected our team meetings to last about 30 minutes, it actually took 130 minutes (23% accuracy)