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| **Name** | **Jacob Hreshchyshyn** |
| **Group Name** | **Team Royale (Group 2)** |
| **Date** | **2/8/2022-2/22/2022 (2 weeks)** |
| **Hours**  **&**  **List of Tasks** | **12 hours** |
| * Weekly meeting on Tuesday (2.5 x 2 = 5 hours) * Added gamepad inputs to controls (2 hours) * Fleshed out test scene for demonstrating player movement (2 hour) * Developed Unity package to migrate assets to new repo (1.5 hours) * Added quit functionality to menu and reapplied rotating skybox (1.5 hours) |
| **New items**  **In 2 weeks** | Gamepad inputs, test scene, quit functionality |
| **Item Description**  **(Select major achievements in 2 weeks)** | **The following screenshot best captures my contributions to the project over the past 2 weeks. It showcases the development of the overall structure of the stage players will run around in. This screenshot also captures the use of gamepad inputs, which players in class would have gotten a chance to experience last week.** |