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| **Project Team Name** | Dragons’ Reign |
| **Development Week** | Week 1 |
| **Date** | 7-14-13 |
| **Individual Accomplishments – 19 Hours** | |
| * Team Meeting 1   + 3 Hours * Team Meeting 2   + 3 Hours * Create Resource Manager * Create Scene Manager * Create Base Scene Class * Create Splash Scene * Create Main Menu Scene   + Create Start Button   + Create Exit Button   + Create Background/Title Image * Create Loading Scene * Create Character Selection Scene   + Create Class Tabs   + Create Class info Pane   + Create Start Button * Create Game Scene | |
| **Action Items** | |
| * HUD * Battle Scene | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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