Work Log Week 4

**Monday 9/18:** Attended Team Lead meeting – **1h**

**Tuesday 9/19:** Worked on creating an Enemy Archetypes Document to help Design and Art. **2h**

**Thursday 9/21:** Lab Time: Worked with Ryman to fix some SVN bugs. Worked on implementing a Balanced Bin to dictate enemy choices. Worked on fixing enemy Strafe (did not work). - **5h**

**Thursday 9/21:** Had a meeting with the producer to discuss how Tech will approach and complete the A-B-C buckets – **1h**

**Friday 9/22:** Had a meeting with the new Design Lead to discuss tech backlog– **1h**

**Sunday 9/24:** Restarted working on Enemy AI to match what was delineated in tech document. - **3h**