<u>What has happened since the last SitRep? (being the past 7 days)</u>

This week the first thing we did was update our screenshots on the Trello board.
We modified and discussed our minimal viable product and extended features to confirm whether they achievable and able to be broken down into granular tasks.

Completed project motivation and justification sections of the assignment. Motivation was that everyone has experience playing platformers but not experience in building one.

Risks were brought to light.

Luke started thinking of ways of how break up platformer development into granular tasks.
 Started by breaking down tasks into "Epics" and assigning them to relevant people

Luke - Playable level with Win/Loss State, Enemy Creatures
Dean - Functional Player Controls, Movement enhancement system
Subrata - Health system, Checkpoint and lives system
Fab - Understandable User Interface, Background Music and Sound Effects
Jake - Collectibles, Upgrade and equipment system.

We started creating checklist items under these tasks to be converted to tickets at a later stage.

<u>What were any issues encountered in doing these things?</u>
Team availability, it's hard to get everyone working around the same time and Luke has been taking most of the work load.

<u>What is planned for the coming 7 days?</u>
Start working on the more basic design tasks. Wireframes of the UI mockups of the sprites. Start watching tutorials on unity.

<u>If you could go back to the previous SitRep as a group and tell yourself something, what would it be?</u>