<u>What has happened since the last SitRep? (being the past 7 days)</u>
Luke - Created the main level and started on the scripts for the enemy AI.
Dean -Finished the movement controller system and finished double jump.
Subrata - create 5 level Heart UI but the team changed to 100 level and. Still creating checkpoints and re-spawning.
Fab - Spent time learning about unity scenes, UI elements, Box collider 2D objects. Started converting my mockup UI screens into unity and making them interactive.
Jake - Finished collectibles scripts, continued work on weapon sprites.

<u>What were any issues encountered in doing these things?</u>
.

<u>What is planned for the coming 7 days?</u>
Luke - Finish the enemy AI then begin work on the project demo and report.
Dean - Finish the sprint mvp
Subrata - Will finish checkpoint scripts.
Fab - Finish UI and sort out game scenes.
Jake - Finish weapons then start working on the project demo and report.

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