

Studio Weekly Report Template

Team Name: Last Second Games

Team Members: Milo Wilson, Wade Parham, Aidan Fushimi, Kosi Jude-Chima, Miller Anderson

Project Title: Cosmic Cookout

Summary of Project:

A 3D roguelike game where you cook your weapon to win a culinary competition.

Team Member	Participation	Met Goals	Communication	Responsive	Notes
Milo	7/10	No	10/10	10/10	Milo was supposed to have a boiling game done by the end of this week. he had started it but failed to finish it before the turn in
Wade	10/10	Yes	10/10	10/10	Wade made more 2D assets and worked on the weapon attack animation
Aidan	10/10	Yes	10/10	10/10	Aidan continued to work on the level logic and worked on sizing up the rooms to allow for more room diversity
Kosi	10/10	Yes	10/10	10/10	Kosi has worked on enemy spawning and player fighting
Miller	10/10	Yes	10/10	10/10	Miller attached his inventory collection system to the crafting screen, he also allowed for dishes to be equipped as weapons for the player

Milestones and Progress:

Milestone 2 – Initial Game Elements Started of now	2 weeks to complete	Sep. 18	5% complete as
Milestone 3 – Basic Game Elements Made of now	2 weeks to complete	Oct. 2	7% complete as
Milestone 4 – Basic Game Elements Created as of now	2 weeks to complete	Oct. 16	12% complete
Milestone 5 – Basic Game Elements Created as of now	2 weeks to complete	Oct. 30	14% complete