**Burndown:**

Take a screenshot of your team's Burndown Chart and submit it here.

A screenshot of a computer

Description automatically generated

**Evaluate and present how your individual contribution has impacted the progress of the project.**

This week I worked on shaders for Dialog box decision options. We are behind at this point.

**Indicate if you are behind, ahead, or on schedule for completion of the current milestone. Discuss what is impacting the schedule.**

I am behind because the shaders will not work. I keep trying and find nothing, or what I do find does not work. More research must be done.

**Work Log Hours:**

All students need to submit a weekly screenshot of their individual Production Plan in order to earn any points for their Sprint Logs.

A screenshot of a computer

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**Work Log Instructions:**

***Task:*** The ID or name of the task you are documenting.

Working on shaders for Dialog box decision options.

***Work Description:*** A brief description of the work you completed for this task.

Working on shaders for Dialog box decision options:

I was doing tons of research on trying to learn how to disable shaders in code. The main problem is that since GoDot updated, all old ways of doing that broke. And no new tutorials or documentation seems to exist yet. The official documentation seems to attempt to address this, but nothing I tried worked. Much more research must be done. There is no reason something as simple as disabling a shader at runtime should be this difficult.

***Screenshots / Video of Work:***

A computer screen shot of a program

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A screenshot of a computer

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***Estimate:*** Estimated time for each task.

Working on shaders for Dialog box decision options.

4 hours

***Daily Hours:*** Hours actually worked on for each task.

Working on shaders for Dialog box decision options. And Research on shaders.

Start: 03/20/2024 7:17 PM

End: 03/20/2024 11:04 PM

**Stand Ups:**

***What have you accomplished since the last stand-up?***

Lots of research on Shaders with little to show for it. Much more research must be done for the shaders to operate proplerly.

***What will you be working on until the next stand-up?***

This was the final week of this class. There is nothing more to do for me at this point.

***Do you have obstacles or anticipate issues that may slow you down? (or what obstacles did you overcome)***

I will not have any road blocks.

**Team Submission**

<https://drive.google.com/file/d/1bFewHZ1XAaH5lt6gR-Bpb9yJTES5sj0z/view?usp=sharing>