# Creaking Grounds

## Week 2 – September 24, 2015

### Overall:

This week we focused on the creation of our characters and the animations for them. In addition, we bought ourselves an asset pack that we can use to help build our game world. With that purchased we began building a test room so we can familiarize ourselves with what we have to work with and present it to the class for the first presentation.

### Tasks and Time Commitment:

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| --- | --- |
| Andrew Eagle | * Find a furniture asset pack that we can invest in so we can began production of our world [Estimated: 2 hours | Actual: 1.5 hours] * Write up a document stating the character stats and their effects in the gameplay [Estimated: 3 hours | Actual: 3 hours] |
| Conner Garrison | * Integrate movement animations and head movement in camera’s looking direction [Estimated: 8 hours | Actual: 13 hours] |
| Sean Drevs | * Create 5 character models with animations for idle, run, and jump. Create 3 males and 2 females. These will be the basic characters till more are added. [Estimated: 6 hours | Actual: 4 hours] * Create 2nd Concept Art depicting the Master Bedroom with no characters inside. [Estimated: 6 hours | Actual: 7 hours] |
| Jason Marquez | * Create a new scene to test new furniture asset pack. Build it for the presentation on Thursday. Write outline of script for presentation. [Estimated: 8 hours | Actual: 10 hours] |

### Incomplete Tasks:

No incomplete tasks.

### Burndown Chart:

