# Creaking Grounds

## Week 4 – October 22, 2015

### Overall:

This report period has been a slow development process with a lot of changes to what our focus will be. With the midterms and the change to having alpha release soon, we had to change our priorities. Not too much has been accomplished in these 2 weeks though, however now we have a good heading and goals.

### Tasks and Time Commitment:

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| --- | --- |
| Andrew Eagle | * Sketch main menu and stat menu [Estimated: 2 hours | Actual: 2 hours] * Sketch inventory and search furniture menu [Estimated: 1.5 hours | Actual: 1 hours] |
| Conner Garrison | * Remove Second ring on the reticle and make the main dot a bit larger to increase visibility [Estimated: 0.5 hours | Actual: 0.5 hours] * Make player run for a limited time (fatigue), after a short time player can run again. Run Duration is affected by Speed stat [Estimated: 1 hours | Actual: 1 hours] * Make player walk by default. Shift to Run/Sprint [Estimated: 0.5 hours | Actual: 0.5 hours] * Merge player script with currentplayerscript [Estimated: 0.5 hours | Actual: 0.5 hours] * Setup framework for sounds from player and door. Add footsteps and door opening [Estimated: 2 hours | Actual: 1 hours] |
| Sean Drevs | * Create button assets for menu [Estimated: 2 hours | Actual: 0.75 hours] |
| Jason Marquez | * Rework presentations for 8/22 [Estimated: 3 hours | Actual: 2 hours] * Learn Conner’s code [Estimated: 1 hours | Actual: 0.5 hours] |

### Incomplete Tasks:

We were hoping the soundtrack would be complete by 8/22, but we wanted to make some changes to it and really perfect it before we call it done. We will finish it by next week.

### Burndown Chart:

