Working Log

Friday, 21 October 2016

-created group on e-mail to keep a log of the project updates

-moved all folders from SVN to git

-went through animation and rigging techniques tutorial

Saturday, 23 October 2016

-group meeting where we discussed the introductory temple map

-we started to work on a list of assets required for the game completion

Sunday, 24 October 2016

-started working on the sun and moon assets for the temple puzzle

Monday, 25 October 2016

-both moon and sun assets are done and ready to be extorted to unity

Tuesday, 26 Oct 2016

-wall spears trap (4 different versions) are finished and pushed to the git repository

Wednesday, 27 Oct 2016

-ceiling axe modelled and pushed to git repository

Saturday, 29 Oct 2016

-ram trap model created and submited