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, 25 October 2016

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

Monday, 26 October 2016

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