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| **Project Team Name** | Team B |
| **Development Week** | 2 |
| **Date** | 9/13/2012 – 9/20/2012 |
| **Team Accomplishments** | |
| * Menu system was pulled from main() and is stand alone * Character class is functioning and character control is contained within class * Weapon class is started and going into prototyping * Menu and game running in the same project * Collect all files and create one uniform project build | |
| **Action Items** | |
| * Have character class contain gun, then shoot bullets when space is clicked * Dynamically update HUD * Set up states so that game pauses when menu is open. | |
| **Late Tasks** | |
| * Fill out guide | |
| **Team Issues** | |
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| **Other** | |
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