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| **Project Team Name** | Team B |
| **Development Week** | 3 |
| **Date** | 9/19/2012 – 9/26/2012 |
| **Team Accomplishments** | |
| * Health bar/Armor Bar/ Energy bar are all updated correctly * Weapon Stats are updating correctly with changing weapons * Player Guide Filled out * Character can shoot bullets * Created new Character upgrade functions | |
| **Action Items** | |
| * Finish creating the store popup menu * Start creating the level up popup menu * Change weapons in real time * Create enemies throughout the level * Pickup classes * Fire Rate on Weapons * Boss | |
| **Late Tasks** | |
| * Enemy class | |
| **Team Issues** | |
| * Ran into problem updating HUD, but it is now resolved * Setting materials for Bullets * Gravity on the bullets | |
| **Other** | |
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