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| **Project Team Name** | Team B |
| **Development Week** | 4 |
| **Date** | 9/27/2012 – 10/3/2012 |
| **Team Accomplishments** | |
| * Pop-up menu 70% done * Updated level map * Pickup health/armor 60% done * Shift and ctrl abilities working * Change weapons works with 1,2,3 * Fire rate taken into account * Energy updates in real time * Switched from Tortoise svn to GitHub | |
| **Action Items** | |
| * Enemy class * Finish pop-up menu * Finish pickups * Boss class * Incorporate time into active abilities | |
| **Late Tasks** | |
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| **Team Issues** | |
| * Accessing Hud gave a few small issues, fixed and running fine * Pop-up menu was giving few issues, resolved and finishing placing the menus | |
| **Other** | |
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