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| **Project Team Name** | Team B |
| **Development Week** | 5 |
| **Date** | 10/4/2012 – 10/11/2012 |
| **Team Accomplishments** | |
| * Store screen, store popup * Skills screen, skills popup * Attributes screen, attributes popup * Abilities screen, abilities popup * Armor regenerates * HUD updates score and exp * Lava decreases health/armor * Player vs lava collision * Player vs enemy collision * Player vs pickup collision * Bullet vs enemy collision * Bullet vs environment collision * Pickups spawn locations set * Pickups heal player * Pickups despawn on collision if used * Enemies spawn locations set * Enemies have aggro * Win/loss conditions are set | |
| **Action Items** | |
| * Boss * Fix world geometry * Sounds * Finish skill/attribute tabs * Fix model offsets | |
| **Late Tasks** | |
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| **Team Issues** | |
| * Everything | |
| **Other** | |
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