|  |  |
| --- | --- |
| **Team Member** | Derek Finch |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | 1-5 |
| **Date** | 8/31/2013 – 10/5/2013 |
| **Individual Accomplishments** | |
| * Enemy class (10 hours) * Character classes (20 hours) * Random number generator for use globally (1 hour) * Battle system (20 hours) * Armor functionality (2 hours) * Battle container (2 hours) | |
| **Action Items** | |
|  | |
| **Late Tasks** | |
|  | |
| **Team Issues** | |
|  | |
| **Other** | |
|  | |