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| **Team Member** | Derek Finch |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | 7 |
| **Date** | 10/12/2013 – 10/18/2013 |
| **Individual Accomplishments** | |
| * Inventory (10 hours) | |
| **Action Items** | |
| * More inventory work (remove items, equip items, implement dialog) | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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