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| **Project Team Name** | Symbiotic Games |
| **Development Week** | 7 |
| **Date** | 7/26/13 – 8/2/13 |
| **Individual Accomplishments – 16 Hours** | |
| * Team Meeting 1   + 3 Hours * Team Meeting 2   + 3 Hours * Implement TexturePacker   + 4 Hours * Begin Making Menu Framework work with Classes   + 6 Hours | |
| **Action Items** | |
| * Finish Class and Menu system interaction | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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