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| **Team Member** | Mark Muniz |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | 1 |
| **Date** | 7/18/2013 |
| **Individual Accomplishments** | |
| * Set up Android SDK – 1 hour * Set up AndEngine – 1 hour * Read book (AndEngine for Android Game Development Cookbook) – 3 hours * Read about the Java language – 1 hour * Read about the TMX Tile Engine – 1 hour | |
| **Action Items** | |
| * Start creating level layouts for each playable zone including items and enemy locations * Create starting zone | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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