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| **Team Member** | Mark Muniz |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | 2 |
| **Date** | 7/25/2013 |
| **Individual Accomplishments** | |
| * Created sprite list for zones – 2 hours * Read more about the Java language – 1 hour * Read about the TMX Tile Engine – 1 hour * Read about Tiled Map editor and completed tutorial– 2 hours * Created TMX file with level layout of starting zone – 3 hours * Imported TMX file into AndEngine and created test move button – 2 hours * Started to work on collision detection on starting zone – 3 hours | |
| **Action Items** | |
| * Finish collision detection on starting zone * Begin creating enemy and item locations on map * Begin Plains zone | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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