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| **Team Member** | Mark Muniz |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | 3 |
| **Date** | 8/1/2013 |
| **Individual Accomplishments** | |
| * Read more about the Java language – 1 hour * Created TMX file with rough level layout of plains zone – 3 hours * Created enemy and item locations on starting and plains zones – 2 hours * Read about collision detection with TMX files and Andengine – 3 hours * Continued to work on collision detection on starting zone – 9 hours | |
| **Action Items** | |
| * Finish collision detection on both zones | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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