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| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 1 |
| **Date** | Jul 14 – July 21 |
| **Team Accomplishments** | |
| * Team Meeting 1 * Team Meeting 2 * Pitch Document * Team Charter * GDD * TDD(50%) * Created Resource Manager * Created Scene Manager * Created Base Scene Class * Created Splash Scene * Created Main Menu Scene   + Created Start Button   + Created Exit Button   + Created Background/Title Image * Created Loading Scene * Created Character Selection Scene   + Created Class Tabs   + Created Class info Pane   + Created Start Button * Created Game Scene * Continual Learning of AndEngine and Java | |
| **Action Items** | |
| * Begin working on character classes and skills associated with characters * Start creating level layouts for each playable zone including items and enemy locations * Create starting zone * Start Implementation of TMX Tile Engine * Start designing Demo Level 2 (Plains or Mountains) * HUD * Battle Scene * Inventory | |
| **Late Tasks** | |
| None | |
| **Team Issues** | |
| None | |
| **Other** | |
| None | |