|  |  |
| --- | --- |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 2 |
| **Date** |  |
| **Team Accomplishments** | |
| * Group meetings – 6 hours * Worked on GDD * Cleric class started * Ranger class started * Worked on Warrior class * Created sprite list for zones * Created TMX file with level layout of starting zone * Imported TMX file into AndEngine and created test move button * Started to work on collision detection on starting zone * Started Class coding * Started Item coding | |
| **Action Items** | |
| * Continue finishing the book, few chapters remaining * Work on gear (weapons and armor) classes * Inventory * Battle Scene * Get the starting stats for the classes sorted out and then work on the leveling up of the stats. * Finish collision detection on starting zone * Begin creating enemy and item locations on map * Begin Plains zone * Coding of base game character classes * Coding of item and consumables | |
| **Late Tasks** | |
|  | |
| **Team Issues** | |
|  | |
| **Other** | |
|  | |