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| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 3 |
| **Date** |  |
| **Team Accomplishments** | |
| * Group meetings * Finished GDD * Started Working TDD * Character/items classes – 90% * Battle System Framework * Created TMX file with rough level layout of plains zone * Created enemy and item locations on starting and plains zones * Read about collision detection with TMX files and Andengine * Continued to work on collision detection on starting zone | |
| **Action Items** | |
| * Finish Character Classes * Enemy Classes * Finish gear (weapons and armor) classes * Finish Inventory Framework * Inventory System | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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