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| **Team Member** | Vince Smeraldo |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 1 |
| **Date** | 7/18/13 |
| **Individual Accomplishments** | |
| * Improved upon class Diagrams * Psudo Code for functions * Group meetings – 6 hours * Worked on GDD – 2 hours * Worked on Team Charter – 20 minutes * Worked on Pitch document – 20 minutes | |
| **Action Items** | |
| * Coding of base game character classes | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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