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| **Team Member** | Vince Smeraldo |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 1 - 5 |
| **Date** | 9/1/13-10/4/13 |
| **Individual Accomplishments** | |
| * Reworked gear as one object * Merged different potions into one object * Added stats to gear to favor classes that use them * Created AbilityData structure * Character’s use items correctly * Character’s can equip their own class specific gear * Updated project plan * Gave warrior starter gear * Equip 2 handed weapons to characters * Characters level up * Load characters to a specific level * Created container to store characters in battle * Filled out warrior’s abilities * Apply battle effects to characters * Enemy’s turn works individually between updates * Bring everything together into battle system * Focus arrow * Select targets after abilities * Enemies receive damage properly * Swap between players * Swap after a player’s turn * Display string of ability when its used | |
| **Action Items** | |
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| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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