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| **Team Member** | Vince Smeraldo |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 4 |
| **Date** | 8/8/13 |
| **Individual Accomplishments** | |
| * Combined each consumable to make one potion class 5 hours * Prelim design of battle system logic 2 hours * Team Meetings | |
| **Action Items** | |
| * Flesh out battle system logic | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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