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| **Team Member** | Vince Smeraldo |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 5 |
| **Date** | 8/15/13 |
| **Individual Accomplishments** | |
| * Designed flow of battle system 5 hours * Created structures to store data within battle system 2 hours * Rough design on flags to communicate in battle system 2 hours * Team meetings | |
| **Action Items** | |
| * Coding structures for battle system * Rework how potions are handled * Create any new flags that can be in battle system * Maybe start code for battle system | |
| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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