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| **Team Member** | Vince Smeraldo |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 6 |
| **Date** | 10/5/13-10/12/13 |
| **Individual Accomplishments** | |
| * Fixed enemies going at once * Fixed controller form crashing when changing scenes * Clear arrows when changing abilities * Fixed misc bugs | |
| **Action Items** | |
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| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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