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| **Team Member** | Vince Smeraldo |
| **Project Team Name** | Symbiotic Games |
| **Development Week** | Week 7 |
| **Date** | 10/13/13-10/19/13 |
| **Individual Accomplishments** | |
| * Inventory scene reflects inventory items * Health and Resource are persistent between battles and inventory | |
| **Action Items** | |
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| **Late Tasks** | |
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| **Team Issues** | |
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| **Other** | |
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