TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK

	Date	Task	Time involved	Team member responsible (student initials)	Comments
1.	1/17/2019	Drawing menu	1 hour	AM	Drew the background animation for the main menu screen
2.	1/18/2019	Coded menu	1 hour	AM	Coded the main menu to load or quit the game
3.	1/19/2019	Coded transitions	2 hours	AM	Coded transitions between rooms/levels where the screen closes and turns back for a second
4.	1/19/2019	General fixes and improvements	4 hours	AM	Recoded camera to make it smoother, added sprites into the levels to make them look more finished, recoded collision event
5.	1/20/2019	General fixes	2 hours	IH	Added a third room, fixed bugs when moving between rooms, slightly modified collisions
6.	1/20/2019	General fixes	4 hours	AM	Attempted to recode transitions between rooms so the player would be in the same spot when they entered the room, attempted to code inventory system, made it so an arrow appears above a characters head if you can interact with them, fixed a few bugs

Advisor signature.   *Sheldon deKarp*   _