

# TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK

Date	Task	Time involved	Team member responsible (student initials)	Comments
1/21/2019 1.	Debugging	3 hours	AM	Fixed transition system so character appears in the same spot when they enter a room, attempted to create inventory system.
1/21/2019 2.	Coding inventory	2 hours	IH	Coded inventory system
2/2/2019 3.	General fixes	3 hours	AM	Made dialogue change depending on inventory variables, made camera focus on text boxes, attempted to fix sprite bug with NPCs, changed camera settings so it focuses on speech bubbles when NPCs talk.
4.				
5.				
6.				

Advisor signature.

*Sheldon de la Cruz*

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