ntroduction to Game Programming  
CS38101  
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Project Report: Iteration 1

1. List of assigned tickets for the iteration (for groups, explicitly mention who was responsible for  
each ticket)

Gonna use Microsoft To Do for storing tasks and subtasks. Subjeect to change as I realize what I forgot to add.

<https://to-do.microsoft.com/sharing?InvitationToken=zJ1ep0SmJ7ArJddxZi26Sw-d0wXZzGaWOipFperjSx_OS44gJb_SwtDgkOATdXL30>  
2. List of completed tickets

* Create task list
* Create github
* Create initial project
* Started creating character sprites

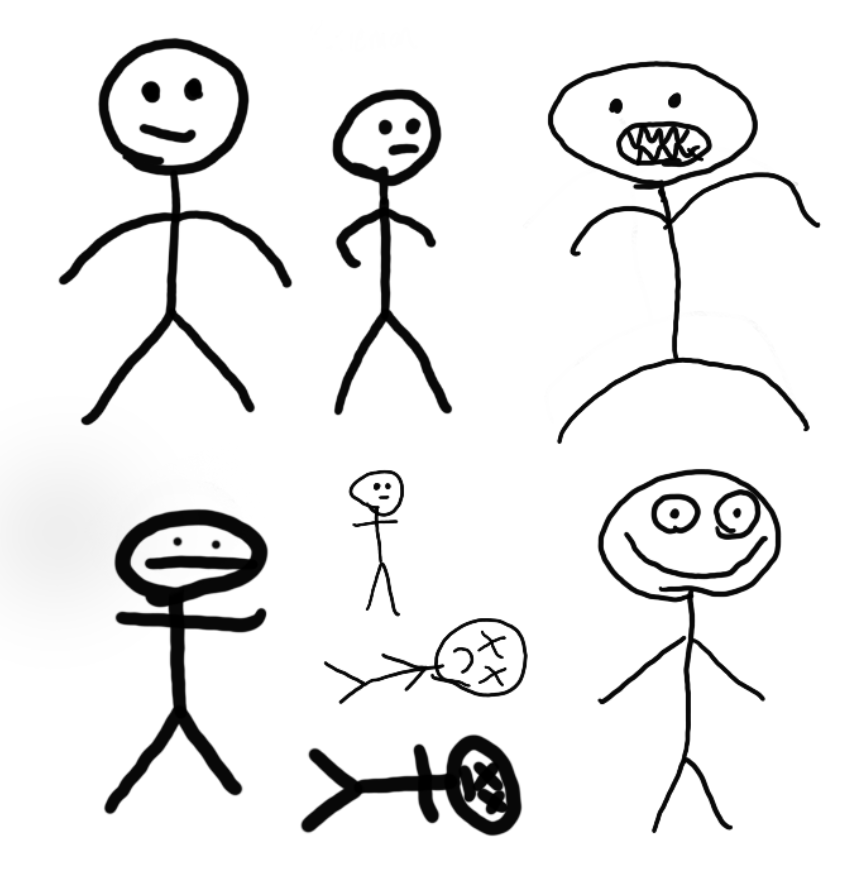
3. List of incomplete tickets

See to do list  
4. Comments or concerns for this iteration

* Will focus more on design and asset creation while I get more comfortable using Unity.
* Still trying to scope the overall workload and decide to work broader or deeper.

5. MUST provide link to Github repository with code-base and project tickets (if in group)

https://github.com/bwagne32/gameProgrammingProject  
6. Screenshots or links to videos for your current work so far

Some first revision character sprites

7. Anything else you feel would be productive **or** cool to share.

Cool fact: electrical signals travel at nearly light speed since the electron orbitals “shift” into the neighboring shell like how a Newton’s cradle works.