Introduction to Game Programming

CS38101

Ben Wagner

Project Report: Iteration 3

1. List of assigned tickets for the iteration (for groups, explicitly mention who was responsible for each ticket)
   1. Map 1 implementation
   2. Class prefab
2. List of completed tickets from previous iterations
   1. Create task list
   2. Create github
   3. Create initial project
   4. Started creating character sprites
   5. Acquired sound files
   6. Acquired tilemaps
   7. Map 1 layout and design
   8. Class design
3. List of incomplete tickets
   1. Main gameplay loop
   2. Backend dev scripts
      1. Classes
      2. Items
   3. Create models (in progress)
4. Comments or concerns for this iteration
5. MUST provide link to Github repository with code-base and project tickets (if in group)
   1. <https://github.com/bwagne32/gameProgrammingProject>
6. Screenshots or links to videos for your current work so far
7. Anything else you feel would be productive **or cool to share**.