09.05.2022

* Some more assets found by Cihat.
* Working on character movement codes by Çilem.

10.05.2022

* Working on character movement and interaction codes by Cihat and Çilem.

11.05.2022

* Working on camera codes by Berkay.

13.05.2022

* Continuing working on camera codes by Berkay.

14.05.2022

* General progress discussion meetup with the team.

16.05.2022

* Developer team working on the codes.

17.05.2022

* Starting to look for BGM for the game by Pelin.

20.05.2022

* Developer meeting with progress check on Discord.

21.05.2022

* Character animations done by Ibrahim, further insights by Çilem.
* Working on environment design by Çilem.

22.05.2022

* Game screenshots taken by Çilem.
* Some technical issues brought to attention by Çilem.
* Sprint review and retrospective notes gathered.
* Sprint #2 project management related documentation finalized by Pelin.