# Logbuch [SAWZE]

04.12.2014

### Durchgeführte Aktivitäten:

|  |  |
| --- | --- |
| Tobi | Trapped survivor model |
| Robert | - |
| Daniel | Boden texturen in Unity Level Editor eintragen |
| Amon | Medikit remodel |
| Toma | Level Design |

### Identifizierte Probleme:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel | - |
| Amon | - |
| Toma | - |

### Erledigte Tasks:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | Boden texturen in Unity Level Editor eintragen |
| Daniel | - |
| Amon | Medikit remodel |
| Toma | - |

### Todos:

|  |  |
| --- | --- |
| Tobi | Trapped Survivor – Model, Textur und Animation |
| Robert | - |
| Daniel | Level Outside Blur, Level Start Text box |
| Amon | Assets zeichnen |
| Toma | Assets zeichnen + Level Design |