# Logbuch [SAWZE]

16.12.2014

### Durchgeführte Aktivitäten:

|  |  |
| --- | --- |
| Tobi | Re-Model Hero |
| Robert | Presentation, Level N1 Design |
| Daniel | Asset import, Menu |
| Amon | Asset Design |
| Toma | Milestone Preparation |
| Andi | Asset Design |

### Identifizierte Probleme:

|  |  |
| --- | --- |
| Tobi | das deformieren der räder hat nicht gut ausgesehen weil zu wenig polygone |
| Robert | - |
| Daniel | - |
| Amon | - |
| Toma | - |
| Andi | - |

### Erledigte Tasks:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel | Assets Imported |
| Amon | Assets- Redesign, Antidote prototyping x3 |
| Toma | Presentation text, Level Tutorial design, Vision Document, Work/Task Plan |
| Andi | 6 Models for Assets, Antidote prototyping x2 |

### Todos:

|  |  |
| --- | --- |
| Tobi | Redesign Wheel Chair Hero |
| Robert | Level Design x 2; Presentation Milestone 01; GDD update |
| Daniel | FOW; Asset/Sound engine import; Vignette; Menu + Level Briefing + Level transition |
| Amon | Redesign all existing Assets – new stile adjustment; 25 assets |
| Toma | Level Design x 2; Presentation Milestone 01; Vision Document Milestone 01 |
| Andi | Asset design |