# Logbuch [SAWZE]

03.02.2015

### Durchgeführte Aktivitäten:

|  |  |
| --- | --- |
| Tobi | Zombie extra animation |
| Robert | - |
| Daniel | Alarm v2 und esc in game option |
| Amon | Art Bible, Assets for street level |
| Toma | Level Toma 06 |
| Andi | Win screen, survivor arrow pointer |

### Identifizierte Probleme:

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

### Erledigte Tasks:

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

### Todos:

|  |  |
| --- | --- |
| Tobi | Hero polish and Zombie Animation polish |
| Robert | GDD, Level Rob polish, Level design |
| Daniel | Controller, menu, GUI, Animation import, sound import, Alarm polish |
| Amon | LOGO, visual polish gameplay, Briefing box polish |
| Toma | Priority coordination, Tutorial re-do, Level Design + 2, Sound coordination, GDD, Vis.Do |
| Andi | Assets polish, game win screen polish |