# Logbuch [SAWZE]

09.01.2015

### Durchgeführte Aktivitäten:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel | ALARM |
| Amon | Texturen polish – Farben Anpassung alle Assets |
| Toma | Final Targets and Prioritarisation of Tasks up to Milestone 02 |
| Andi | GUI |

### Identifizierte Probleme:

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

### Erledigte Tasks:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel |  |
| Amon | Farben Anpassung alle Assets |
| Toma | - |
| Andi | - |

### Todos:

|  |  |
| --- | --- |
| Tobi | Hero polish, Hero Animation, Zombie2, TS (Oma, Hund, Katze), main menu animation |
| Robert | GDD, Level Rob\_01 polish, Level design +2 |
| Daniel | Item icon navigation, collision polish, sound import & script, Zombie 2 script |
| Amon | Boden ändern, all assets color adjustment, Alarm, Super Awesome Antidote |
| Toma | Priority coordination, Tutorial re-do, Level Design + 2, Sound coordination |
| Andi | GUI, unique level assets, new floors, |