# Logbuch [SAWZE]

15.01.2015

### Durchgeführte Aktivitäten:

|  |  |
| --- | --- |
| Tobi | Model TS and Z2 |
| Robert | Level Rob\_01 bug fix, Rob\_02 |
| Daniel | Features : antidote, slowdown und das tutorialscript |
| Amon | Bett, alarm, Teller, Wände anpassen |
| Toma | Tutorial Level – new, Level\_Toma 2 re-do, Level\_Toma Level 03 |
| Andi | Music Room – unique level assets |

### Identifizierte Probleme:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel | - |
| Amon | - |
| Toma | - |
| Andi | Assets Import – Data format problem - 0 point fals in Unity |

### Erledigte Tasks:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel | - |
| Amon | - |
| Toma | - |
| Andi | Asset Import Data format fixed |

### 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, |