# Logbuch [SAWZE]

16.01.2015

### Durchgeführte Aktivitäten:

|  |  |
| --- | --- |
| Tobi | Model TS and Z2 |
| Robert | Level Rob\_01 bug fix, Level Rob\_02 |
| Daniel | Features : antidote, slowdown und das tutorial script und Alarm, GUI |
| Amon | Small assets; GUI – mission briefing Tutorial |
| Toma | GUI discussion, Music Discussion and coordination Music 02, Level\_Toma Level 04 |
| Andi | GUI Healthbar, Obl.Navigation, Obj.Counter |

### Identifizierte Probleme:

|  |  |
| --- | --- |
| Tobi | skinning und die beine mussten angepasst werden (bei den 4Beiner TS) |
| Robert | - |
| Daniel | - |
| Amon | - |
| Toma | - |
| Andi | - |

### Erledigte Tasks:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel | Tutorial Pause |
| Amon | - |
| Toma | Music Update 02 |
| Andi | Small assets; GUI – mission briefing Tutorial |

### 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, |