# Logbuch [SAWZE]

22.01.2015

### Durchgeführte Aktivitäten:

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| --- | --- |
| Tobi | Model and animation import, |
| Robert | Level rob\_03 |
| Daniel | Animation import, GUI obj.Markers, animation scripts, build MS 02 |
| Amon | Briefing and tutorial boxes, presentation level boxes, objective icons, |
| Toma | Level Toma 05, balancing , presentation level, presentation MS |
| Andi | Gamer room assets, GUI final polish (MS02) |

### Identifizierte Probleme:

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

### Erledigte Tasks:

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

### Todos:

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| --- | --- |
| 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, |