# Logbuch [SAWZE]

10.12.2014

### Durchgeführte Aktivitäten:

|  |  |
| --- | --- |
| Tobi | Model, Textur, Animation Trapped Survivor Mensch |
| Robert | GDD |
| Daniel | Asset Import Training, Toma, Amon |
| Amon | Modelle erstellen und texturieren, Asset Import Training |
| Toma | Level Design Level 2 and 3, Asset Import Training, Boden Texturen Import |

### Identifizierte Probleme:

|  |  |
| --- | --- |
| Tobi | mesh vom survivor kaputt |
| Robert | - |
| Daniel | - |
| Amon | - |
| Toma | - |

### Erledigte Tasks:

|  |  |
| --- | --- |
| Tobi | mesh vom survivor new machen |
| Robert | - |
| Daniel | Asset Import Training, Toma, Amon Teil 1 - done |
| Amon | Kühlschränke Setting 2 |
| Toma | Boden Texturen Import |

### Todos:

|  |  |
| --- | --- |
| Tobi | Model, Texture, Animation: Trapped survivor Mensch and Dog, Zombie 2 and 3 |
| Robert | Level design x3 and GDD update |
| Daniel | Level transition, GUI, FOW |
| Amon | Models and Textures Setting 1 and 2 |
| Toma | Textures Setting 1 and 2; Level design Tutorials x 3 and Level x 1 |