# Logbuch [SAWZE]

15.12.2014

### Durchgeführte Aktivitäten:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel |  |
| Amon | Art/Game referenzen sammeln |
| Toma | Milestone Week Planning |
| Andi | Asset Design |

### Identifizierte Probleme:

|  |  |
| --- | --- |
| Tobi | - |
| Robert | - |
| Daniel | - |
| Amon | Manual Asset Re-model, because Geometry mostly wrong with Modifier Tool |
| Toma | - |
| Andi | - |

### Erledigte Tasks:

|  |  |
| --- | --- |
| Tobi |  |
| Robert |  |
| Daniel |  |
| Amon | 7 Assets- Redesign |
| Toma | Milestone Week Planning |
| Andi | TV on table |

### Todos:

|  |  |
| --- | --- |
| Tobi | Redesign Wheel Chair Hero |
| Robert | Level Design x 2; Presentation Milestone 01; GDD update |
| Daniel | FOW; Asset/Sound engine import; Vignette; Menu + Level Briefing + Level transition |
| Amon | Redesign all existing Assets – new stile adjustment; 25 assets |
| Toma | Level Design x 2; Presentation Milestone 01; Vision Document Milestone 01 |
| Andi | Asset design |