This is a schedule that can be updated as we move. One thing that I’m having a hard time with is knowing what to work on. We seem to be working in fragments rather than a whole. We have a lot done and a lot not done. In order to get stuff put together we all four need to gather what’s done and when we meet in class Tuesday go over what is done and start filling out our design document. We then need to assign tasks and have a class by class goal for each person. With a more organized work load we can get a lot more done rather than everyone just working without the others knowing what’s being worked on and what’s not. So I would say as far as resource gathering we have the basic sprites/sounds/music we need for the time being we need to start putting the pieces together and get everyone in the loop. We really seemed to be scattered around and it makes it hard on knowing what to work on and what not to. Hopefully in class we can go over what needs to be done and get a foundation for our game rather than just working on random bits and pieces.

2/1/13