Work Log-Sheet

Description	Implemented By
Task 2.1 – Initialize the document, start on the concept, implement formal and dramatic elements, schedule.	Daniel T.
Task 2.1 – Written and designed the document, researched games, created concept moodboards, schedule, designed schedule and sketches/artwork	Gabriel Noah Vella
Task 2.2 – Prototype.	Daniel T.
Task 3.2 – Game (movement, jump, asteroids, lives, crate with lives, camera, level generator, level spawner, UI and score).	Daniel T.
Task 3.2 – Game (moving platform, dash, score, and logo design)	Gabriel Noah Vella
Task 3.2 – Playtest feedback form.	Daniel T.
Task 3.2 – Written and designed Game Design Document	Gabriel Noah Vella
Task 3.2 – Playtesting and updating the game.	Daniel T.
Task 3.2 – Finalizing the game (score, animation, sounds, music, tiles arrangement)	Daniel T.
Task 4 – Presentation	Gabriel Noah Vella
Task 4 – 5-minute video	Daniel T.
Task 4 – 5-minute video	Gabriel Noah Vella