Dungeon Adventure 2.0 - Story Activity Report

Iteration #1: Feb 5, 2024 - Feb 11, 2024

All timestamps are shown in the project timezone (America/Los Angeles)

February 11, 2024



Character Select UI (JA) [#186978313]

2pts

o jacksonspencerd started this story - Feb 11, 2024 - 7:47 pm

February 9, 2024



Create Pause Menu UI (JA) [#186976838]

2pts

o jacksonspencerd started this story - Feb 9, 2024 - 11:26 am



SRS Diagram v1 (MS) [#186958767]

3pts

- o jacksonspencerd accepted this story Feb 9, 2024 11:26 am
- jacksonspencerd started this story Feb 9, 2024 11:25 am

February 7, 2024

Q

Cleanup Git Repository (DW, JA) [#186976835]

3pts

- o jacksonspencerd accepted this story Feb 7, 2024 7:18 pm
- jacksonspencerd started this story Feb 7, 2024 7:18 pm



Refactor Maze [#187005962]

- odwools started this story Feb 7, 2024 6:20 pm
- -0

Refactor Maze (DW) [#186960095]

2pts

odwools accepted this story - Feb 7, 2024 - 4:09 pm



UML diagram v1 (DW) [#186958766]

2pts

- dwools accepted this story Feb 7, 2024 4:09 pm
- dwools started this story Feb 7, 2024 4:09 pm



Refactor Maze (DW) [#186960095]

2pts

odwools started this story - Feb 7, 2024 - 4:09 pm

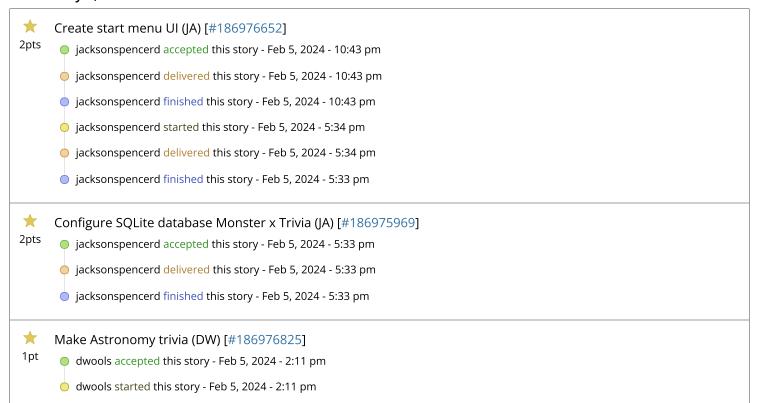
February 6, 2024



Options UI (JA) [#186989676]

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February 5, 2024



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