|  |  |
| --- | --- |
| Alasdair | Here |
| John | Here |
| Juan | Here |
| William | Online |
| Zyrynyl | Here |

Day 1 Operations:

Juan – Plan basic Objects

William – Start Detailing Objects

Zyrynyl – Main Hud UI

Alasdair - Galaxy Map

John – Logistics

Decisions:

Task of choice – Space Adventure Game

Roles dealt out

Meetings everyday

Location – Games Lab at 10am

Name – Space Protocol

Roles:

Manager – John

User Interface – Zyrynyl and Alasdair

Object Design – Juan and William

Testing – Juan

|  |  |
| --- | --- |
| Alasdair | Here |
| John | Here |
| Juan | Here |
| William | Online |
| Zyrynyl | Here |

Day 2 Operations:

Decisions:

Day 2 work distributed:

Juan – Complete the testing system

William – Finished main loop and turn into boxes

Zyrynyl – Extra concept art and Power point

Alasdair – Trade screen, ships and planets

John – Logistics

All – Description of work done

Start preparing for hand in

Tidy up loose ends

Roles:

Manager – John

User Interface – Zyrynyl and Alasdair

Object Design – Juan and William

Testing – Juan