Florida Man Iteration Report 1

**Pre-Development Tasks complete**

* Prototype in the form of a Windows Forms Application, showing the basic functionality of keeping track of player actions and unlocking headlines
* Made a document detailing the design of the prototype and its functionality
* Florida Man 3D character mesh game-ready, but still not fully done
* Florida Man rig ready for basic animations (skinning still needs a lot of work and there are no face controls)

**Tasks done this iteration**

* Create Facebook page
* Set up SVN
* Lock down the core gameplay
* Decide on 3 locations for prototyping
* Brainstorm headlines that use a few basic mechanics for use in prototyping
* Polish headlines document to be easily understandable by all team members
* Start Unity prototype, including basic camera and movement controls
* Implement camera control dead-zones
* Basic mock-up of in-game UI
* Game logo thumbnails

