Team: *<team name>*  Game: *Florida Man*

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| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Create reasonably accurate collisions for Joe's church level (1 work block) | 5 | 7 | Gus, Dillon Quinton |
| White block library based on latest drawings | 2 | 2 | Dillon Quinton |
| Merge headlines into one document, prepare text doc for importation | 3 | 4 | Gus |
| BUG: Can eat an item multiple times. | .5 | .5 | Austin |
| Implement Newspaper fly-in display and animation | 2 | 2 | Gabe, Austin, Jesse |
| Create new iteration of drawing of library level | 1 | 1 | Gus, Quinton |
| Improve pickup functionality when more than one item is within Florida Man's aura. | 1 | 1 | Austin, Gabe |
| Items need to be affected by gravity when dropped - if they fall off the map, they should respawn | 1 | 1 | Austin, Gabe |
| BUG: Items sometimes highlight green even when the player is out of range | .5 | .5 | Austin |
| Create UV maps for church location | 7 | 7 | Joe |
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***Impediments (enter at least 3)***

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| **Problem Description** |
| * We’ve had some trouble with SVN on Quinton’s computer. |
| * Due to some operator errors, and a computer crash, the library white block level was lost twice. |
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***New Stories***

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| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| * Implement headline pop-up for achievement | * Gabe | 3 |
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**Team Member Workblocks**

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| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Gus | 9 | 9 |  |
| Jesse | 9 | 4.5 | Sick, poor weather, came late and left early |
| Joe | 9 | 9 |  |
| Quinton | 9 | 7 |  |
| Dillon | 9 | 5 | Two of these was due to a funeral |
| Austin | 9 | 8 |  |
| Gabe | 9 | 8 |  |
| <name> |  |  |  |
| <name> |  |  |  |
| <name> |  |  |  |

* *Total workblocks by team: 9*
* *Total completed stories by team: 9*
* *Stories completed per workblock: ~1*

*Additional Notes*