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

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| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Update Windows Form Prototype | 1-2 | 3 | Dillon |
| Create hints for all prototype | 1-2 | 2 | Gus, Dillon |
| Prototype level in Unity | 2 | 2 | Quinton, Dillon |
| HUD UI Mockup in-game | 1 | 2 | Jesse |
| Select Menu Mockup | 1 | 1 | Jesse |
| Level design draft | 4-6 | NA | Quinton, Dillon |
| Deadzones for controller | 1 | 2 | Gabe |
| Implement Jump, Run, Burp, Fall, Idle animations | 2 | 2 | Gabe, Austin |
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***Impediments (enter at least 3)***

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| **Problem Description** |
| * SVN issues – failing to update and commit |
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***New Stories***

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| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| * Iteration 2 of level | * Jesse, Dillon, Quinton | 4-6 |
| * Assist programmers with bugs | * Jesse | 1-2 |
| * Concept art for first 3 locations | * Joe | 2 |
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**Team Member Workblocks**

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| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Gus | 8 | 6 | Absent for road trip |
| Jesse | 7 | 8 |  |
| Joe | 8 | 8 |  |
| Quinton | 8 | 8 |  |
| Dillon | 8 | 8 |  |
| Austin | 8 | 8 |  |
| Gabe | 8 | 8 |  |
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* *Total workblocks by team: 8*
* *Total completed stories by team: 8*
* *Stories completed per workblock: 1*

*Additional Notes*