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

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| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Functioning Start Menu | .5 - 1 | 1 | Austin |
| Church second iteration | 3 | 2 | Jesse |
| Create world overview document | 2 - 3 | 2 | Gus |
| Headline unlocking | 3 - 4 | 3.5 | Jesse |
| Art reference images | 1 - 2 | 1 | Dillon |
| Research tutorials for prog. help | 1 | 1 | Quinton, Jesse |
| Glowing effect for equip-able items | 1 - 2 | .25 | Austin |
| Empty cash register model | .5 | .5 | Gus |
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***Impediments (enter at least 3)***

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| **Problem Description** |
| * Lack of experience drawing perspective concept art |
| * Unity animator – fixing logic |
| * Occasional sickness absences |
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***New Stories***

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| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| * Gather 10 basic audio effects | * Gus | N/A |
| * Create 3D models for prototype | * Jesse | N/A |
| * Continue concept art for first 3 locations | * Joe | N/A |
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**Team Member Workblocks**

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| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Gus | 7 | 5 |  |
| Jesse | 7 | 6 |  |
| Joe | 7 | 7 |  |
| Quinton | 7 | 6 |  |
| Dillon | 7 | 7 |  |
| Austin | 7 | 7 |  |
| Gabe | 7 | 4 |  |
| <name> |  |  |  |
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* *Total workblocks by team: 7*
* *Total completed stories by team: 8*
* *Stories completed per workblock: ~1*

*Additional Notes*