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

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| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| First iteration of 3D models for non-moving objects | 1 | 1 | Jesse |
| First iteration of 3D models for equip-pable items | 2 | 2 | Jesse |
| Headline unlocked text pop-up | 1 | 1 | Austin |
| Improve “Action Tracker” for unlocking headlines | 4 | 4 | Gabe |
| Xbox button icons for dynamic controls display | 1 | 1 | Jesse |
| Second iteration on UI | .1 | .1 | Jesse |
| Implement Eat and holding state animations | 1 | 1 | Austin, Gabe |
| Pause menu | .5 | .5 | Gabe |
| Respawn system for player when falling off platform | .5 | .5 | Austin |
| Implement dynamic controls display | 1 | 1 | Austin, Gabe |
| Concept art for department store | 3 | 3 | Joe |
| Create poster art for Nanocon | 4 | 4 | Joe |
| First iteration of texture maps for Florida Man | 3 | 3 | Joe |
| Implement basic sound effects | 1 | 1 | Gabe |
| First iteration of detailed level designs for department store | 2 | 2 | Gus, Dillon, Quinton |
| Nanocon Powerpoint | .5 | .25 | Joe |
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***Impediments (enter at least 3)***

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| **Problem Description** |
| * Not impediment – but Dillon and Quinton, our Utility members, had very little to work on for this iteration |
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***New Stories***

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| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| * Further saturate FM’s albedo map | * Joe | .5 |
| * Bug fixes for headline achievement, others | * Gabe, Austin | 2 |
| * Fix skinning problems in FM’s mesh | * Joe | N/A |
| * Create blend shapes for FM’s mesh | * Joe | 2-3 |
|  |  |  |

**Team Member Workblocks**

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| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Gus | 9 | 9 |  |
| Jesse | 9 | 8 |  |
| Joe | 9 | 9 |  |
| Quinton | 9 | 9 |  |
| Dillon | 9 | 8 |  |
| Austin | 9 | 9 |  |
| Gabe | 9 | 9 |  |
| <name> |  |  |  |
| <name> |  |  |  |
| <name> |  |  |  |

* *Total workblocks by team: 9*
* *Total completed stories by team: 9*
* *Stories completed per workblock: ~1.7*

*Additional Notes*