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

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| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Church v3 whiteblock level | 2 | 2 | Gus, Dillon |
| Church level design iteration 2 | 2 | 2 | Gus, Dillon, Quinton |
| Saturate FM’s albedo map | .5 | .2 | Joe |
| Library concept art | 4 | 4 | Joe |
| Multiple iterations on newspaper headline UI | 3 | 3 | Jesse |
| Replace “Use” text with “Hit” | <.1 | <.1 | Joe |
| Duplicate text when holding an item and approaching another Bug | .5 | .5 | Austin |
| Adjust controls UI to be symmetrical | .1 | .1 | Austin |
| Look up and down functionality for camera | 2 | 2 | Gabe |
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***Impediments (enter at least 3)***

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| **Problem Description** |
| * Issue organizing comments in code resulted in some confusion |
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***New Stories***

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| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| * Selection of items based on distance | * Austin | 3 |
| * Item rotation for each item when holding | * Austin | 3 |
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**Team Member Workblocks**

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| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Gus | 8 | 7 |  |
| Jesse | 8 | 6 |  |
| Joe | 8 | 8 |  |
| Quinton | 8 | 7 |  |
| Dillon | 8 | 8 |  |
| Austin | 8 | 8 |  |
| Gabe | 8 | 7 |  |
| <name> |  |  |  |
| <name> |  |  |  |
| <name> |  |  |  |

* *Total workblocks by team: 8*
* *Total completed stories by team: 9*
* *Stories completed per workblock: ~1*

*Additional Notes*