# **Change Log**

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| **Change Number** | **Description (Brief)** | **Submitted By** | **Date** | **Status** |
| 1 | Requesting a change for our Alpha Demo & status meeting pushback | Tanner Watch | January 3rd, 2023 | **[x] Approved**  [ ] Rejected |
| 2 | Requesting a change to the scope to add sound effects to our game. | Rob Davies | January 3rd, 2023 | **[x] Approved**  [ ] Rejected |
| 3 | Requesting a change to the Charter to adjust dates reflecting Alpha Demo & status meeting pushback. | Tanner Watch | January 3rd, 2023 | **[x] Approved**  [ ] Rejected |
| 4 | Requesting change to add on task numbers onto the project estimation | Tanner Watch | January 10th, 2023 | **[x] Approved**  [ ] Rejected |
| 5 | Requesting to drop some items off the scope to lighten our load and to maintain our following of the schedule. These dropping of items included item upgrades for armor and weapons, as well as healing zones or totems and NPC villagers. | Rob Davies | January 31st, 2023 | **[x] Approved**  [ ] Rejected |
| 6 | Requesting a change to drop the “You Died” screen since it is very repetitive and would take away from the game experience. Also, the game win screen and the credit screen will be combined. | Chloe Wilkie | February 7th, 2023 | **[x] Approved**  [ ] Rejected |
| 7 | Requesting to drop the sound effects for damage sound effects and the heart to heal the player on pickup. | Rob Davies | February 14th, 2023 | **[x] Approved**  [ ] Rejected |