# Week 1

* Met team for the first time
* Discussed possible ideas
* Explored gameplay concepts
* Discussed constraints

# Week 2

* Narrowed ideas/concepts down to top 2 choices
* Discussed possible required assets / code for each

# Week 3

* Voted on favourite idea
* Started prototyping of idea
* Discussed possible required code / features
* Further discussed game setting for idea

# Week 4

* Got basic first person character controller working
* Refined ideas and features a bit
* Got headbob working

# Week 5

* Added ability to sprint
* Added UI blood splatter to indicate low health
* Started basic inventory system working