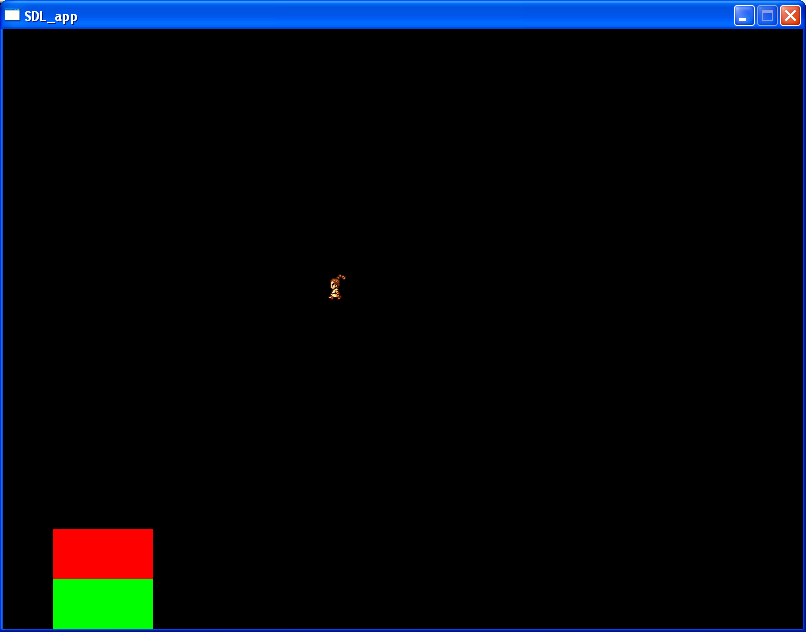
Team BMP’s Work-time Journal?

Beginning of Second week:



A sprite can be moved around in the world, with the Health and Energy display on the lower left.

Problems Encountered:

Matt: Not many problems. A lack of communication with a quarter of the team, some confusion and hesitation on what needs to be done next.

Monday of Week 3:



Testing of True Text Font, a fireball can move, and the HUD is moved down and made smaller. Sprite can still move.

Comments from the Team:

Matt; Little lack of communication again, that seems to be our biggest issues, along with one person not SHOWING their work (we know he’s working, we just don’t have any proof yet.)