Rolverdeling:

Muhammed: Teamleader, Gitmaster, Develop-designer

Joep: Art Director

Max: Artist

Michael: Support gamestructuur, writing narrative/dialogue

Hanne: Artist

To do:

**Implementation:** Muhammed

**Writing:** Michael

**Credits:** Joep

**Art:** *Events* = blackwhite, *the rest* = color

-Backgrounds

-Headquarters

-Gebouw - Joep

-Tent - Joep

-Bunker - Joep

-Wasteland/you died - Joep

-Buttons - Max

-textbox - Max

-Dialogue box - Max

-characters

-scout - Hanne

-captain - Hanne<-

-peasant - Hanne

-Dragon - Hanne

-Spymaster hooded whatever - Hanne

Events - Joep

-Sound: Max

-Muziek

-Headquarters

-Events

-Report

-Geluiden????

-Knop?

-Regen?

-Gevechtsgeluiden?

*//Progress report 31-01-2017*

Our progress report:

Name team:

A Commander's Journal

Where are you?

-We have set up our working space via Github and SourceTree and finalized our concept.

Planning:

31-01: Narrative structure, team roles clear

01-02: Working prototype, Polishen, Assets

02-02: Testing

03-02: Presenting