**Project Backlog – Barrel Hopper**

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| --- | --- | --- | --- | --- | --- | --- |
| **Date** | **Task** | **Actions** | **References** | **Decisions** | **File Name** | **Status** |
| 2022.02.06 | Project creation | UE4 project created. | N/A | N/A | Barrel\_Hopper | Completed |
| 2022.02.06 | Create Character | 1. A new blueprint class created. 2. A side scroller project created to migrate their mannequin assets. 3. Materials, Mesh, and Textures folders in the mannequin folder are moved to Character folder. | N/A | N/A | BH\_Character | Completed |
| 2022.02.06 | Giving our character a mesh | 1. Skeletal Mesh is brought into our character blueprint. | N/A | N/A | N/A | Completed |
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