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| **Task Description** | **Date** | **Duration** | **Other Contributors** |
| **Team Meeting #1 Brainstorming Session:**   1. Discussed potential game ideas 2. Decided to develop an incremental game 3. Listed all potential tasks and assigned task to each member 4. My tasks were: research incremental games for gameplay inspiration | October 4th | 1 hour | Whole team |
| **Personal Research Session:**   1. Watched a couple of different incremental gameplay videos 2. Played Cookie Clicker 3. Wrote some gameplay features that are interested | October 6th | 2 hours | N/A |
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| **Team Meeting #2 Key Planning Session:**   1. Finalized the game concept 2. Every team member shared their research / ideas for the game 3. Timeline created for future meetings and deadlines 4. Divided and assigned presentation tasks to each team member 5. My tasks were: prepare the slides for gameplay walkthrough and art ideas | October 11th | 1 hour | Whole Team |
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| **Personal Task Session:**   1. Defined two roles of the game play 2. Designed the basic game play rules 3. Added potential features 4. Prepared the slide for gameplay walkthrough | October 13th | 2 hours | N/A |
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| **Personal Task Session:**   1. Researched different incremental game focused on their color and art 2. Decided the color scheme and the cartoon character style 3. Prepared the slide for the art and character | October 15th | 2 hours | N/A |
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| **Personal Task Session:**   1. Wrote the scripts for presentation 2. Finalized the format for every slide of our presentation | October 17th | 2 hours | N/A |
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| **Game Pitch Presentation:**   1. Delivered PowerPoint presentation to the class 2. Received positive feedback from the professor | October 18th | 0.2 hours | Whole Team |
| **Team Meeting #3 Prototype Development Session**   1. Listed all the tasks for the prototype that we need to hand in 2. Decided features that we were going to develop for the prototype 3. Assigned tasks to each member | October 25th | 1 hour | Whole Team |
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| **Personal Task Session:**   1. Designed the first placeholder UI layout in Godot | November 1st | 2 hours | N/A |
| **Personal Task Session:**   1. Prepared the material for November 5th group meeting 2. Listed all the questions and problems that I want to ask in the group meeting | November 4th | 2 hours | N/A |
| **Team Meeting #4 Prototype Development Discussion:**   1. Code structure for clickable object and point system 2. Short gameplay video creation 3. Burn-down char updates | November 5th | 1 hour | Whole Team |
| **Pair Coding:**   1. Worked with Charles on the script, 2. Fixed the bugs 3. Developed new features that discussed in the group meeting | November 5th | 5 hours | Charles Liu |
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| **Personal Task Session:**   1. Implemented the UI of the game 2. Added the game background picture 3. Added the main character cartoon 4. Added three enemies charterer | November 6thth | 5 hours | N/A |
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| **Team Meeting #5 Prototype Review and Debugging Session:**   1. Debugged issues with click functionality 2. Made adjustments to the UI design to better display points 3. Play tested the prototype and documented bugs in a report 4. Explored Godot tutorial on UI scaling and points-per-second mechanics 5. Finalized all files that needed to be hand in for the Milestone 2 | November 8th | 4 hours | Whole Team |
| **Team Meeting #6 Feature Prioritization and Additional Prototype Update Session:**   1. Began coding a basic points-per-second upgrade mechanic 2. Worked on placeholder art for the clickable object and upgrades 3. Updated the burn-down chart and created a visual report of completed tasks 4. Wrote a document outlining to-be-finished features for the final project, prioritizing a spending system for points and upgrades | November 15th | 1 hour | Whole Team |
| **Team Meeting #7 Discussion of Final Game Submission:**   1. Finalized upgrades to increase points-per-second 2. Drafted a looping mechanic for spawning enemies 3. Collected feedback on the UI design and integrated it into the burn-down chart 4. Drafted documentation for remaining features, including SFX, enemy scaling, and health reduction mechanics | November 22nd | 1 hour | Whole Team |
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| **Personal Task Session:**   1. Finalized the development journal to be submitted | November 27th | 2 hours | N/A |
| **Pair Coding:**   1. Worked with Charles for coding the upgrades for the final game submission 2. Added start scene, game-over scene, tutorial page, start button and retry button 3. Added enemy spawn loop feature | November 29th | 5 hours | Charles Liu |
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