Weekly Status Report of

Patrick Heintz

for the Last Week Ending

2015, April 16

### Activities Planned for Last Week

* Meet with team to discuss project
* Preliminary project planning and concept
* Divide project duties between team members

### Activities Accomplished Last Week

* Decided on using the Unity3d development tool, while scripting our game objects with C#
* Team came to the conclusion to attempt to design and build a *Metal Slug* type platforming shooter game using the Unity3d game engine and development kit.
* I took up the role of being Delta Group’s designer

### Activities Planned for Next Week

* Continue to learn C# and Unity
* Create more detailed project documents and specifications

### New Issues

* Concept ideas are vague

### Old Issues

* None