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| **Team Accomplishments:**   * Established communication   + Email, phone number, discord * Created team charter * Created GDD * Reviewed weekly status report and activity log | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| All | Get Into contact | Complete |
| David | Create team charter | Complete |
| All | GDD | Complete |
| Tyler | Status Report | Complete |
| **Action Items:**   * Decide on a means of communication. **Complete.** * Exchange contact information.  **Complete.** * Brainstorm ideas on what game to make.  **Complete.** * Create team charter.  **Complete.** * Create GDD.  **Complete.** * Create Status Report.  **Complete.** | | |
| **Team Charter Violations:**  *No infractions committed by any team member.* | | |

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| **Running Task List:** | | | |
| *List all pending tasks* | Priority | Time | Owner |
| Establish a repository | Critical | Quick | All |
| Create and Share Unity Project (thru repository) | Critical | Quick | David |
| Research potential premade assets | Medium | Long | David |
| Review game mechanics (make changes, etc.) | Medium | Medium | All |
| Create first level | High | Medium |  |
| Create player character | High | Medium |  |
| Implement projectiles | Medium | Medium |  |
| Implement Damageable targets | Medium | Medium |  |
| Implement Power Ups | Medium | Medium |  |
| Create Main Menu | High | Medium | Tyler |
| Create In Game pause menu | Medium | Medium | Tyler |
| Create HUD (health / score) | Medium | Medium | Tyler |
| Create Enemy AI | Medium | Long |  |
| Implement Sounds | Medium | Medium |  |
| Setup Player Controls | Medium | Medium |  |
| Add Options | Low | Medium |  |
| Add failure sequence | Medium | Medium |  |
| Boss encounter sequence | Medium | Medium |  |
| Level Transition | Medium | Medium |  |
| End Game Sequence / Credits | Low | Medium |  |
| Saving High score | Low | Medium |  |
| Auto-save high score | Low | Medium |  |
| Work out story / plot | High | Medium | All |
| Write up dialog | Medium | Medium/Long |  |
| Implement Dialog Pop ups | Medium | Medium |  |