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| **Team Accomplishments:**   * Implemented saving general data   + High-Score   + Auto-Save * Fixed menu scaling * Implemented Power-Up * Started Implementing Death Particles | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| Tyler | Implement high score | Complete |
| Tyler | Implement auto save | Complete |
| Tyler | Fixed menu scaling | Complete |
| Tyler | Implemented Power-Up | Complete |
| David | Implement Death Particles | Incomplete |
| **Action Items:**   * Implemented: general save data. **Complete.** * Implemented: tracking high score. **Complete.** * Implemented: auto-save. **Complete.** * Menus now scale based on resolution height. **Complete.** * Implemented: Power-Up entity. **Complete.** * Implemented: Power-Up bonus damage. **Complete.** * Implemented: particle effect for enemy death. **Incomplete.** | | |
| **Team Charter Violations:**  *No infractions committed by any team member.* | | |

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| **Running Task List:** | | | |
| *List all pending tasks* | Priority | Time | Owner |
| Research potential premade assets | Medium | Long | David |
| Review game mechanics (make changes, etc.) | Medium | Medium | All |
| Create first level | High | Medium |  |
| Improve Quality: player character | Medium | Medium |  |
| Implement Damageable targets | Medium | Medium |  |
| Improve Power Up model | Low | Medium |  |
| Improve Quality: Main Menu | Low | Medium | Tyler |
| Improve Quality: In Game pause menu | Low | Medium | Tyler |
| Improve Quality: HUD (health / score) | Low | Medium | Tyler |
| Create Enemy AI | Medium | Long | David |
| Implement more Sounds | Medium | Medium |  |
| Setup Player Controls | Medium | Medium | ALL |
| Add additional Options | Low | Low |  |
| Add failure sequence | Medium | Medium |  |
| Boss encounter sequence | Medium | Medium |  |
| Level Transition: mechanics | Low | Medium | Tyler |
| End Game Sequence / Credits | Low | Medium |  |
| Work out story / plot | High | Medium | All |
| Write up dialog | Medium | Medium/Long |  |
| Implement Dialog Pop ups | Medium | Medium |  |