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| **Team Accomplishments:**   * Setup of repository   + Team can use it properly * Creation of Project   + Shared with team * Implementation of Basic UI Template   + Can be navigated   + Linked to level transition   + HUD utilizes life and score   + In-game menu pauses game * Implemented Player Entity Template * Implemented Player Controls   + - Player can look and move | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| All | Establish a repository | Complete |
| David | Create and Share Unity Project (thru repository) | Complete |
| David | Research potential premade assets | Incomplete |
| All | Review game mechanics (make changes, etc.) | Incomplete |
| Tyler | Create Main Menu | Incomplete |
| Tyler | Create In Game pause menu | Incomplete |
| Tyler | Create HUD (health / score) | Incomplete |
| Tyler | Status Report | Complete |
| **Action Items:**   * Create Repo. **Complete.** * Allow all team member to use Repo .  **Complete.** * Create a gitignore.  **Complete.** * Create project.  **Complete.** * Share project.  **Complete.** * Create player entity.  **Complete.** * Setup basic player controls.  **Complete.** * Create menu template.  **Complete.** * Create options template.  **Complete.** * Create HUD template.  **Complete.** * Create in-game menu template.  **Complete.** * Setup basic transitions.  **Complete.** * Added score.  **Complete.** * Added Lives.  **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 |
| 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 projectiles | Medium | Medium |  |
| Implement Damageable targets | Medium | Medium |  |
| Implement Power Ups | Medium | Medium |  |
| Improve Quality: Main Menu | Low | Medium |  |
| Improve Quality: In Game pause menu | Low | Medium |  |
| Improve Quality: HUD (health / score) | Low | Medium |  |
| 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: mechanics | Low | 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 |  |