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| **Team Accomplishments:**   * Created Cactus “Tree” * Imported rock assets * Implemented Nav Mesh * Created projectile template   + Implemented player attack * Basic AI that can chase the player * Created a basic spawner that spawns enemies. * Created Pre-Alpha Build | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| Tyler | Procedural Cactus “tree” | Complete |
| Tyler | Added Rocks | Complete |
| Tyler | Player Projectile Template | Complete |
| Tyler | Player Attack | Complete |
| All | Implement Nav Mesh | Complete |
| All | Created Pre-Alpha Build | Complete |
| David | Basic AI (track/chase player) | Complete |
| David | Basic Spawner | Complete |
| **Action Items:**   * Created procedural Cactus “Tree”. **Complete.** * Imported rock assets. **Complete.** * Created rock Props from imports. **Complete.** * Create projectile asset. **Complete.** * Created basic enemy spawner. **Complete.** * Implemented Nav Mesh. **Complete.** * Created AI to chase Player. **Complete.** * Created Pre-Alpha Build. **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 | Tyler |
| Implement Damageable targets | Medium | Medium |  |
| Implement Power Ups | Medium | 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 Sounds | Medium | Medium |  |
| Setup Player Controls | Medium | Medium | ALL |
| Add Options | Low | Medium | Tyler |
| Add failure sequence | Medium | Medium |  |
| Boss encounter sequence | Medium | Medium |  |
| Level Transition: mechanics | Low | Medium | Tyler |
| 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 |  |