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| **Team Accomplishments:**   * Implemented scoring points on kill * Implemented game settings   + Save/load settings to/from file * Implemented sounds   + Menu click   + Player shoot   + Sound mixer | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| Tyler | Implement Sounds | Complete |
| Tyler | Implement Settings | Complete |
| All | Scoring Points on kill | Complete |
| **Action Items:**   * Implemented: add to score, on enemy health reaches zero. **Complete.** * Implemented: game settings manager. **Complete.** * Implemented: save/load to/from file, for settings. **Complete.** * Implemented: fullscreen option. **Complete.** * Implemented: resolution option. **Complete.** * Implemented: shadow and texture options. **Complete.** * Implemented: volume options. **Complete.** * Implemented: sound mixer. **Complete.** * Implemented: menu click sound. **Complete.** * Implemented: player shoot sound. **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 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 |  |
| 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 |  |