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| **Team Accomplishments:**   * Made new model for projectiles and integrated it into the game. * Tested compatibility for v. 5.6 of Unity. * Determined art direction for the game. * Brainstorm character ideas and story direction. * Expanded task list based on story direction. * Create new burrito sprite and animation. | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| David H. | Create new projectile model and integrate it into the player projectile. | Complete |
| Celeste | Added everyone to the project repository (GitHub) | Complete |
| Tyler | Come up with story Ideas and present to team. Solidify task creation. | Complete |
| David H. and Celeste | Use Github to push changes to Version Control. | Complete |
| David P. | Test version 5.6 of Unity for compatibility. | Complete |
| All | Decide whether or not to upgrade to version 5.6 of unity. | In Progress |
| David H., All | Update Status Report | Complete |
| Celeste | Create Burrito sprite | Complete |
| Celeste | Create Burrito sprite animation | Complete |
| Tyler | Manage GitHub | Complete |
| **Action Items:**   * Decide on Story for the game. **Complete.** * Expand task list based on story decisions **In progress.** | | |
| **Team Charter Violations:**  No violation has been committed. | | |

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| **Running Task List:** | | | |
| *List all pending tasks* | Priority | Time | Owner |
| Determine whether or not to upgrade to Unity 5.6 | Critical | Half a week | Team |
| Determine next steps based on production plan | High | Half a week | Tyler |
| Create Enemy AI | Medium | Long | David P. |
| Improve Projectile model | Low | Medium | David H. |
| Improve Power Up model | Low | Medium | David H. |
| create/import various needed Sound assests | Medium | Medium | David H. |
| Improve Entity Spawner (tooltip, room vs player, bounds limitations.) | Medium | Long | Tyler |
| Build base 2D sprite billboard entity template | High | Medium | Tyler |
| Create Burrito Mob Sprite Animations | High | Medium | Celeste |
| Create WHACK-amole : a guacamole mole. | Medium | Medium | Celeste |
| Research potential premade assets | Medium | Long | All |
| Review game mechanics (make changes, etc.) | Medium | Medium | All |
| Improve Quality: In Game pause menu | Low | Medium | Tyler |
| Improve Quality: HUD (health / score) | Low | Medium | Tyler |
| Level Transition | Medium | Medium | Tyler |
| Write up dialog | Medium | Medium/Long | All |
| Draw up Character mockups | High | Medium/Long | Celeste |
| End Game Sequence / Credits | Low | Medium | David H. |