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| **Team Accomplishments:**   * Made new sprites for projectile and integrated it into the game. * Created new enemy sprites and animation * Created a feedback template * Handled GitHub issues * Expanded task list based on what was accomplished * Added new sounds * Created sprite model/animation for burritos | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| David H. | Create new projectile sprite and chili pepper sprite | Complete |
| David H., All | Created feedback template | Complete |
| Tyler | Oversee asset production | Complete |
| All | Use Github to commit and/or push changes to Version Control. | Complete |
| David P. | Looked for sounds for the game. | Complete |
| All | Update Status Report | Complete |
| Celeste | Created a bean, guacamole, and avocado sprites | Complete |
| Celeste | Created animation for sprites | Complete |
| Tyler | Manage GitHub and dealt with any GitHub related issue | Complete |
| Tyler | Implement Simple 2D sprite models/animations | Ongoing |
| **Action Items:**   * Expand task list based on story decisions **In progress.** * Further specify story. **In progress.** * Add new sprites to Unity. **In progress.** * Improved Asset models.  **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 next steps based on production plan | High | Half a week | Tyler |
| Create Enemy AI | Medium | Long | David P. |
| create/import various needed Sound assests | Medium | Medium | David H. |
| Improve Entity Spawner (tooltip, room vs player, bounds limitations.) | Medium | Long | Tyler |
| 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. |
| Create Building Walls Asset | High | Short | Celeste |
| Create Fade Away Building Roof Asset | High | Medium | Celeste |
| Design Level 1 Layout | High | Medium | All |
| Create Level 1 Layout | High | Medium | All |
| Add failure sequence | Medium | Medium | All |
| Boss encounter sequence | Medium | Medium | All |