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| **Team Accomplishments:**   * Created new UI assets * Used burrito sprite assets for enemies * Reworked projectile * Created temporary Player sprite * Resolved major GitHub issues * Created UI and event triggers * Handled GitHub issues * Update task list * Update project to Unity 5.6 * Created Instructional manual | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| Tyler | Create UI and Event Triggers | Complete |
| All | Use Github to commit and/or push changes to Version Control. | Complete |
| David P. | Determine components for opening doors | Complete |
| David P. | Added doors | Complete |
| Tyler | Fix animators | Complete |
| All | Update Status Report | Complete |
| Celeste | Find drawing software that updates in real-time for group | Complete |
| Celeste | Created UI elements and player sprites | Complete |
| Celeste | Created dialogue | Complete |
| Celeste | Created instructional guide | Complete |
| Tyler | Create win condition | Complete |
| Tyler | Create dialogue and tutorial panels | Ongoing |
| Tyler | Manage GitHub and dealt with any GitHub related issue | Complete |
| Tyler | Implement Simple 2D sprite models/animations | Ongoing |
| **Action Items:**   * Determine Level Design. **In progress.** * 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.** * Add and/or modify UI assets. **In progress.** * Create walk animation for the player. **In progress.** * Updated game to Unity 5.6. **Complete.** | | |
| **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 |
| Level Transition | Medium | Medium | Tyler |
| End Game Sequence / Credits | Low | Medium | David H. |
| Boss encounter sequence | Medium | Medium | All |