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| **Team Accomplishments:**   * Imported new assets into the game, including sprites and sounds * Incorporated new assets into game’s projectiles, power ups, buildings, enemies and hot sauce bottle * Added credits scene that scroll * Hot Sauce bottle spins and faces accordingly * Dealt with major GitHub issues | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| Tyler | Create UI and Event Triggers | Complete |
| All | Get feedback forms | Complete |
| All | Use Github to commit and/or push changes to Version Control. | Complete |
| David P. | Determine components for opening doors | Complete |
| David P. | Polish animations | Complete |
| David H. | Update old changes to fit new game version | Complete |
| David H. | Add Credits screen | Complete |
| David H. | Make walls block projectiles | Complete |
| David H. | Import various needed sounds | Complete |
| All | Update Status Report | Complete |
| Celeste | Create hot sauce bottle sprites | Complete |
| Celeste | Implement hot sauce bottle sprites and behavior | Complete |
| Tyler | Manage GitHub and dealt with any GitHub related issue | Complete |
| Tyler | Implement Simple 2D sprite models/animations | Complete |
| **Action Items:**   * Determine Level Design. **In progress.** * Further specify story. **In progress.** * Add new sprites to Unity. **Complete.** * Improved Asset models.  **Complete.** * Add and/or modify UI assets. **In progress.** * Create walk animation for the player. **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 |
| Improve Entity Spawner (tooltip, room vs player, bounds limitations.) | Medium | Long | Tyler |
| Review game mechanics (make changes, etc.) | Medium | Medium | All |
| Level Transition | Medium | Medium | Tyler |
| Boss encounter sequence | Medium | Medium | All |