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| **Team Accomplishments:**   * Created new UI border element * Improved game atmosphere through lighting and music * Created basic player walk animation * Dealt with GitHub issues * Improved door fixtures. * Organized assets * Adjusted changes from branches | | |
| **Weekly Task Status** | | |
| **Member Name** | **Task Description** | **Status** |
| All | Reviewed feedback forms | Complete |
| All | Use Github to commit and/or push changes to Version Control. | Complete |
| David P. | Made adjustments with GitHub/Source tree to show the door script | Complete |
| David P. | Polish animations | Complete |
| David H. | Created new sprites | Complete |
| David H. | Look for enemy sounds | Complete |
| All | Update Status Report | Complete |
| Celeste | Created new UI border element | Complete |
| Celeste | Created and added Player Walk animation | Complete |
| Celeste | Changed lighting and found new audio for background | Complete |
| Tyler | Manage GitHub and dealt with any GitHub related issue | Complete |
| Tyler | Organized files and assets | Complete |
| Tyler | Made any corrections from the new branches | Complete |
| **Action Items:**   * Determine Level Design. **Complete.** * Improve game atmosphere. **Complete**. * Add new sprites to Unity. **Complete.** * Improved Asset models.  **Complete.** * Add and/or modify UI assets. **Complete.** * Create walk animation for the player. **Complete.** * Make corrections to for the doors. **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 |
| Review game mechanics (make changes, etc.) | Medium | Medium | All |
| Level Transition | Medium | Medium | Tyler |
| Boss encounter sequence | Medium | Medium | All |