

DEV LOG's

April 30th

- [dev & art] review design docs for submission
- [dev & art] retrieve TexturePacker license codes
- [dev] Created a TexturePacker guide for artist to use

April 29th

- [dev] Finished first version of Game Design document
- [dev] Finished Code Architecture
- [dev] Finished Presentation file
- [art] Created game setting
- [art] Created a few game concepts including world and main character
- [art] Get familiar with GitHub and TexturePacker

April 28th

- [dev] Created GitHub repository
Use this [link](#) to get access to the repository

April 27th

- [dev] Finished brainstorming
- [dev] Created design proposal
- [dev & art] 1st team meeting

April 23rd

- [dev] Created Trello board and shared it with members
Use this [link](#) to get access to the board