

# DEV LOG's

## April 30<sup>th</sup>

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

## April 29<sup>th</sup>

- [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 28<sup>th</sup>

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

## April 27<sup>th</sup>

- [dev] Finished brainstorming
- [dev] Created design proposal
- [dev & art] 1<sup>st</sup> team meeting

## April 23<sup>rd</sup>

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