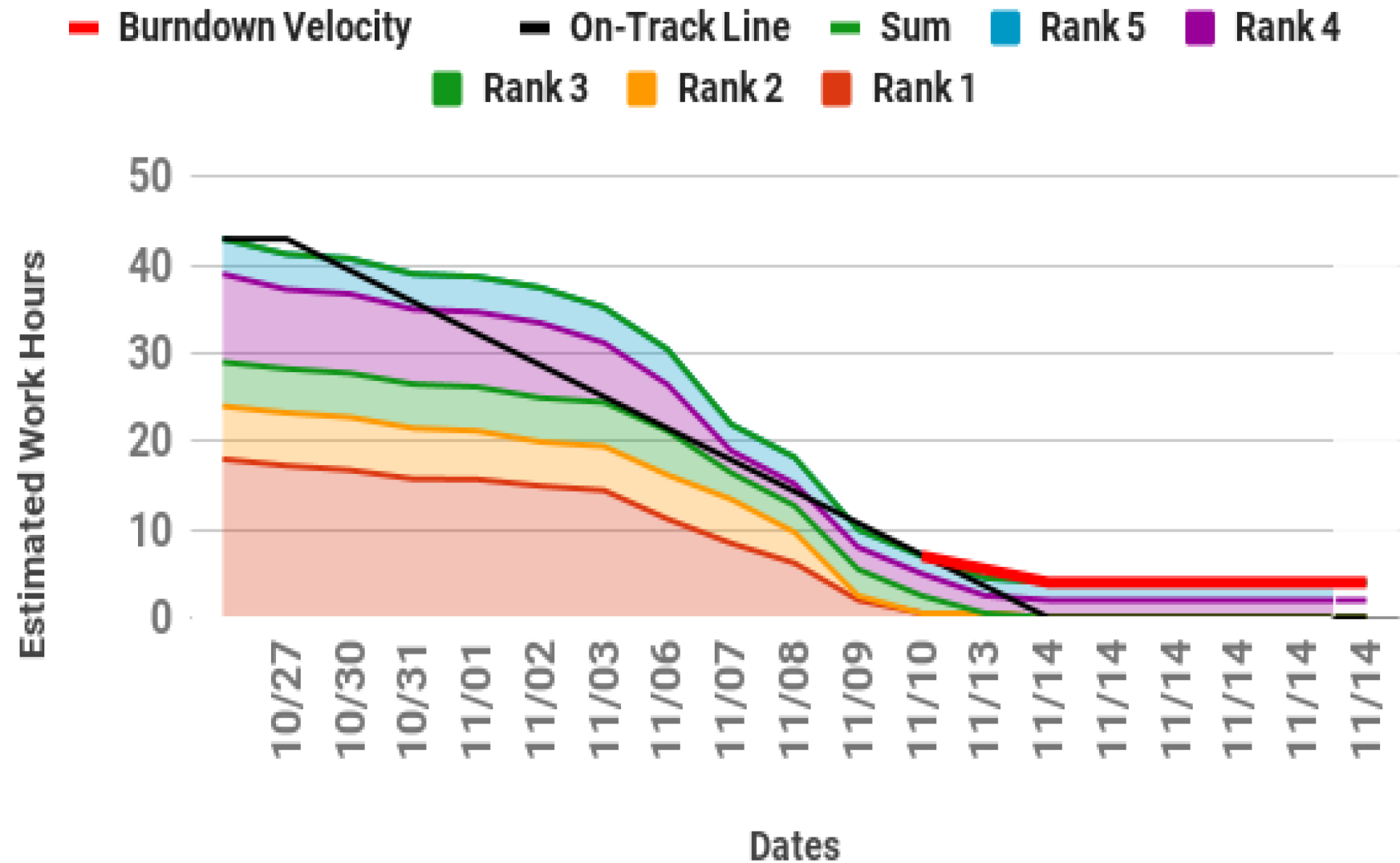


Today	Copy this doc and follow the link below for instructions.										43	4		1	3	1	1	1	1	3	1	1	1	3	1	0	0	0	0	0	This doc is modified from: http://bit.ly/I/GDPD_BDC_Example									
11/14	BurndownChartInstructions										Hours	Hours	Hours		Fri	Mon	Tue	Wed	Thu	Fri	Mon	Tue	Wed	Thu	Fri	Mon	Tue	Tue	Tue	Tue	Tue	Tue								
Rank	Task	Assn	Est.	Worked	Rem.		10/27	10/30	10/31	11/01	11/02	11/03	11/06	11/07	11/08	11/09	11/10	11/13	11/14	11/14	11/14	11/14	11/14	11/14	11/14	11/14	11/14	11/14	Detailed Information										#	
Task Assignments																																								
1	Create Platforms	SL	1	0.5	0		1			0.75				0.25		0										0	0	0	0	0	0	5								
1	Spawn Items	MB	4	4.25	0		4	4	3.5	3.25	0.25	2	1.5	0.5	0										0	0	0	0	0	0	0	6								
1	Create Timer	MB	1	1	0		1	0.25			0.2					0									0	0	0	0	0	0	0	7								
2	Speed Change (by object pickups)	SL	2	1.5	0		2	2	2	2	2	2	2	2	0.5									0	0	0	0	0	0	0	0	8								
1	Title Screen	TO	4	2	0		4	4	4	4	4	4	4	4	4	0								0	0	0	0	0	0	0	0	9								
2	End Game Screen	TO	3		0		3	3	3	3	3	3	3	3	0									0	0	0	0	0	0	0	0	10								
1	Make Luna (& the pug) Move	SL	3	2	0		3	3	3	2.75	1.75	1.75	1.75	1.5	0.5	0.5							0	0	0	0	0	0	0	0	0	11								
1	Make Bad Guy Move	SL	3	1.5	0		3	3	3	2.75	1.75	1.75	1.75	1.5	0.5								0	0	0	0	0	0	0	0	0	12								
1	Object Collision	SL	2	1.5	0		2	2	2	2	2	2	2	2	1								0	0	0	0	0	0	0	0	0	13								
3	Scroll Background	MB	4	3.5	0		4	4	4	4	4	4	4	4	2	2	2	1	0					0	0	0	0	0	0	0	0	14								
5	Background Change ("level up")	MB	2		2		2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	15								
2	Calculate High Score	SL	1	1	0		1	1	1	0.75	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	16								
3	Base Speed change (for levels/start)	MB	1	0	0		1	1	1	1	1	1	1	1	1	1	1	0					0	0	0	0	0	0	0	0	0	17								
5	Create Background	TO	2	1.5	0		2	2	2	2	2	2	2	2	1			0					0	0	0	0	0	0	0	0	0	18								
4	Create Luna Sprite	MB	2	0.25	0		2	2	2	1.75	1.75	1.75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19								
4	Create Bad Guy Sprite	TO	2	0.25	0		2	2	2	1.75	1.75	1.75	1.75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20								
4	Create Pug Sprite	MB	2	0.25	0		2	2	2	2	2	2	2	1	0			0					0	0	0	0	0	0	0	0	0	21								
4	Effects of items (When pug eats)	SL	2	0.25	1.5		2	2	2	2	2	2	2	2	2	2	2	2	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.5	22									
4		TO	2	1	0.5		2	1	1	1	1	1	0.5										0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	23									
5		TO	0		0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	24								
1	Score Counter	SL	0	0.8	0		0	0	0	0	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25								
																																26								
																																27								
																																28								
																																29								
																																30								
																																31								
																																32								
																																33								
																																34								
																																35								
																																36								
																																37								
																																38								
																																39								
																																40								
																																41								
																																42								
																																43								
																																44								
																																45								
																																46								
																																47								
																																48								
																																49								
																																50								
																																51								
																																52								
																																53								
																																54								
																																55								
																																56								
																																57								
																																58								
																																59								
																																60								
																																61								
																																62								
																																63								

Today	Copy this doc and follow the link below for instructions.																							This doc is modified from: http://bit.ly/IGDPD_BDC_Example																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																									
11/14	BurndownChartInstructions																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																
Rank	Task	Assn	Hours Est.	Hours Worked	Hours Rem.		Fri 10/27	Mon 10/30	Tue 10/31	Wed 11/01	Thu 11/02	Fri 11/03	Mon 11/06	Tue 11/07	Wed 11/08	Thu 11/09	Fri 11/10	Mon 11/13	Tue 11/14	Tue 11/14	Tue 11/14	Tue 11/14	Tue 11/14	Detailed Information										#																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																															

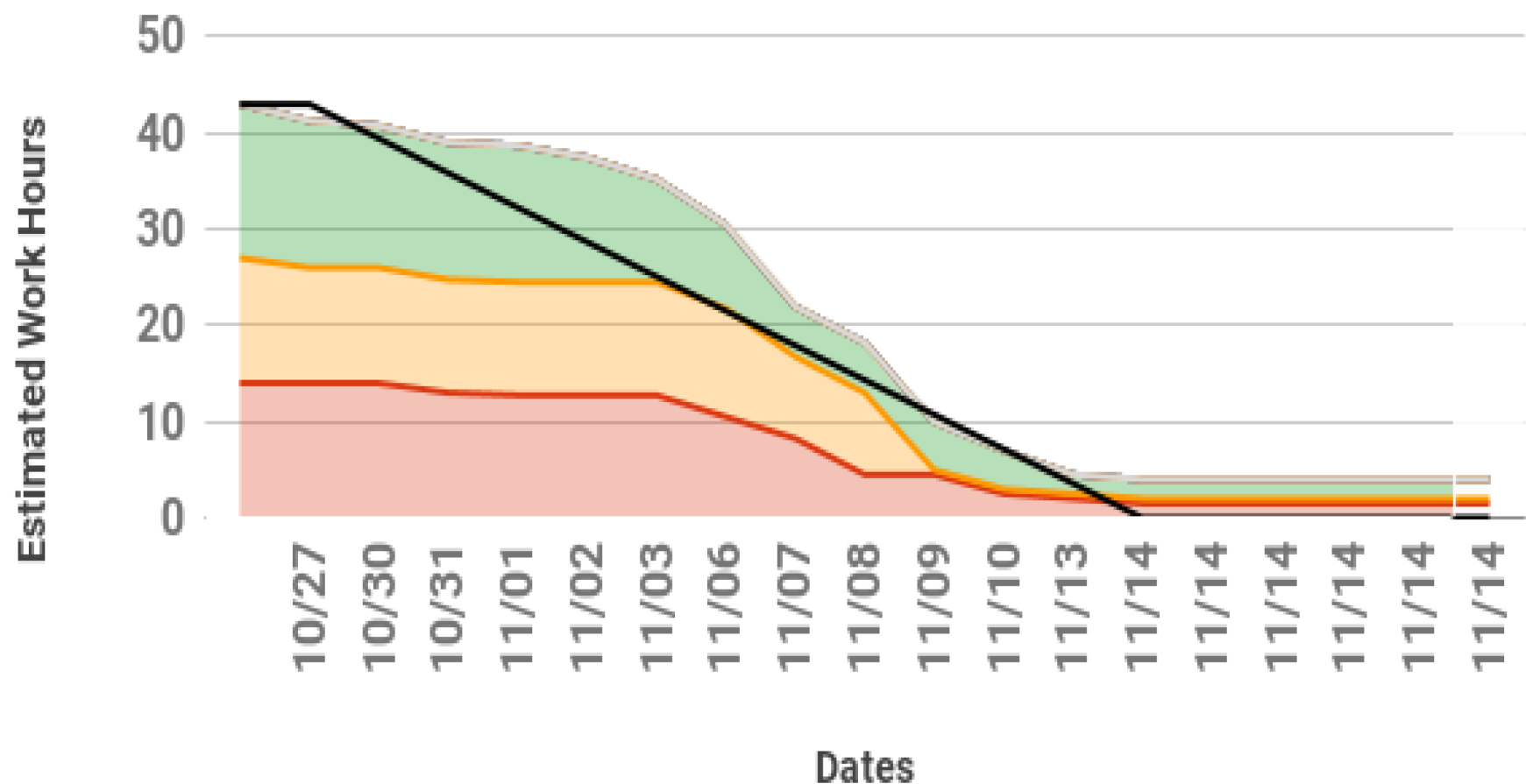
[illegible]

Burndown Chart by Rank

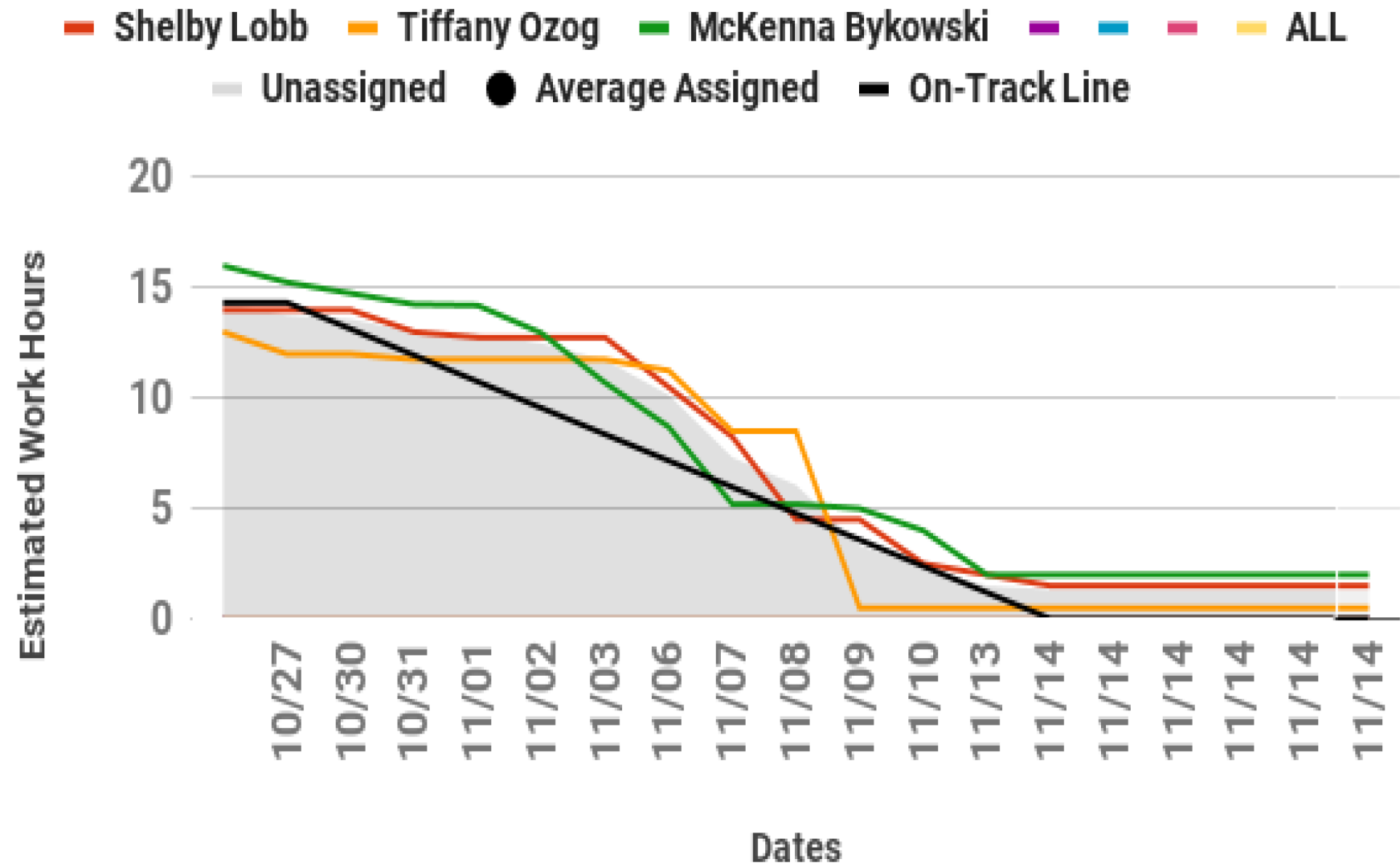


Burndown Chart by Person and Stacked

— On-Track Line ■ Unassigned ■ ALL ■ ■ ■ McKenna Bykowski
■ Tiffany Ozog ■ Shelby Lobb



Burndown Chart by Person



11/14		Team Members						
Dates		Shelby Lobb	Tiffany Ozog	McKenna Bykowski				Workday
10/27	Fri	Unable to work on project today Next: platforms Help: need GIT repo created	Unable to work on project	Done: Created timer script and text object Next: Uploading timer to the unity project folder Help: Nothing yet				1
10/28	Sat							0
10/29	Sun							0
10/30	Mon	Unable to work on project today Next: platforms Help: need to be added as a collaborator to GIT repo	Unable to work on project	Done: Started script for spawning items Next: Finishing script for spawning items Help: Need Project Created in GIT repo and added as collaborator				1
10/31	Tue	Done: Retried unity project ober git, created script files, created basic starter platform Next: more work on platforms Help: need to get git/unity working for everyone	Done: Found Luna Sprite, Bad guy sprite, found dog sprite, and background created Next create Start Menu	Done: Figured out how to make the objects spawn on either the platforms or the ground Next: Creating the script for spawning objects Help: Creating Repo to work for everyone				1
11/01	Wed	Done: Some research on 2D slider games/platform creation Next: more work on platforms Help: Need to figure out git/unity problems ./	Unable to work on project	Done: Uploaded my timer script to the Repository Next: Creating the script for spawning objects Help: Creating Repo to work for everyone				1
11/02	Thu	Done: Got repo working & HighScore working. Added score counter to Main grid (& worked on that too) Next: finish the score counter & start on platforms. Help: need to come up with proper if statement for adding to the score based on the timer	Unable to work on project	Done: Finally got repo created and Shelby and I were able to connect, Tiffany has yet to try connecting to repo, updated script to spawn objects at certain intervals and in a certain range, uploaded some sprites Next: Finding out why when the objects are clones, they are clones of the clones. Help: Nothing yet				1
11/03	Fri	unable to work on project today. next: platforms. help: still need if statement for scorecounter	Unable to work on project today	Done: Worked further on the timer and tried to work on finding the score. Next: Find out why the scores are not calculating correctly. Help: Nothing yet				1
11/04	Sat							0
11/05	Sun							0
11/06	Mon	Done: Finished score counter and worked more on making luna move/jump better Next: work on making bad guy move Help: none right now	Unable to work on project today	Done: Created the objects to spawn randomly on the ground added various sprites to Unity as well. Next: Getting Luna to pick up the objects when they are run into. Help: Figuring out how to get the 2D collision to work.				1
11/07	Tue	Done: Worked on making the bad guy move - need to check speeds but otherwise done Next: object collision work Help: none right now	Done: Created Background with functioning buttons Next: Make the buttons transition to Continuous play Help: Figure out assets bundle error	Done: Worked on getting the background to scroll and put the Pug sprite in the project and attached it to Luna Next: Work on getting the background to scroll and be less choppy. Help: Nothing yet.				1

11/08	Wed	Done: worked on movement of sprites and object collisions with pickup items / speed changes. Next: continue work on speed changes w/ collisions. Help: none right now	Unable to work on project today	Done: Extended the background and messed with the layering so everything shows up. Next: Work on getting the background fixed so the level can be continuous. Help: Nothing yet.				1	
11/09	Thu	Done: clarified things with the team, unable to do more individual work Next: object collisions & speed changes Help: none right now	Done: Finished title screen and end game screen Next: End Screen Question: Is there a death function yet?	Done: Got the timer to stop when Luna collides with the bad guy Next: Work on getting the background fixed so the level can be continuous. Help: Nothing yet.				1	
11/10	Fri	Done: Collision btwn badguy and Luna (& with objects) done, speed change done Next: work on the movetowards for the badguy motion Help: none - badguy and luna collision (lose) is set up for Tiffany	Done: Created end screen Next: Create win screen Help: None	Done: Created background to look more continuous Next: Scroll/make it all look completely continuous Help: Nothing yet.				1	
11/11	Sat							0	
11/12	Sun							0	
11/13	Mon	Done: looked into animation effects and more on badguy movement Next: set badguys y position to match lunas Help: none right now	Done: Created win screen and connected it to the start menu, made it so when bad guy collides it takes it to game over Next: Connect win screen Help: None	Done: Looked further into the bad guy script and created new level scenes and started them Next: Get the bad guy to look like he is following Luna Help: Nothing yet.				1	
11/14	Tue	Done: made it so the bad guy will stop if his x position is the same as lunas. Next: sprint 2 Help: background problem - email sent		Done: Changed the background to be the skybox so it is always there and they started the levels Next: Sprint 2 Help: Nothing yet.				1	
11/15	Wed							1	
11/16	Thu							1	
11/17	Fri							1	