Date	Playtesting What	Notes	Developer
10/26/2022	Art	- Models for the hero and potato enemies have been drawn - Need to test to them in Unity - Next steps would also be to add animation	Kaiyana
10/27/2022	Animation	- Hero walking animations look normal - Enemy walking animations look natural - Hero with a gun does not properly animate with the hero	Kaiyana
10/28/2022	Animation	Added in a sprint animation for potato enemies	Kaiyana
10/29/2022	Health bar	- Health bar sprites are uploaded - Heart sprite is blurry for some reason and needs to be fixed	Jason
10/30/2022	Health bar	- Health bar decreases properly - Health bar and hero script needs	Jason

Date	Feature	Notes	Assigned
		- to be attached - Must test for interactions with the enemy - Heart sprite still blurry, may need to find a different sprite to use - Future idea to implement if working is to use a stomach sprite as a health bar	
10/30/2022	Enemy Follow Player	- Enemies will follow the player at a set speed around the map - They will NOT move around obstacles right now, that change is in progress - Needs to be attached to player model	Sebastian
11/3/2022	Health Bar UI	- Health bar is now attached to player script properly - Need to test two different health bars as one is a simpler, and the other replicates Zelda hearts	Jason
11/5/2022	Start Screen	- Started implementing a start screen - Needs to	Jason

		include Start Game, Options, Load Game ● Need to test functionalities of everything	
11/15/2022	Game over screen	● Implemented game over screen ● Functions well and no crashes ● Properly deactivates the game screen and displays two buttons ● Functionalities of buttons work	Jason
11/18/2022	Animations	● More animations were implemented ● Functions properly as potato shows indication of getting hit	Kaiyana
11/18/2022	Enemy Movement	● New implementation was added to potatoes ● The path enemies take to move towards players is wonky and buggy	Sebastian
11/20/22	Boss	● Added in a boss room ● Created a boss enemy	Kaiyana

		● Added simple mechanics and animations to make the boss alive	
11/22/22	Main Menu	● Implemented a main menu for the game! ● Doesn't have a working settings yet ● Quit and play buttons work	Jason
11/22/22	Enemy	● Attempted to add a health bar for each enemies ● Ran into an issue where health bar was not displaying properly	Jason
11/23/22	ALL	● Organized contents of Unity files, scripts, assets, etc	ALL
11/26/22	Player	● Added limited ammo for the player ● UI needs to be changed as it's ambiguous	Kaiyana
12/2/22	Map	● Added a door to the boss room ● Door functions with a key ● Testing more functionalities to ensure	Kaiyana

		player can open door	
12/2/22	Enemy	● Added ammo drops from dead potatoes ● Potato enemies drop properly and ammo count is updated properly	Kaiyana Jason
12/2/22	Enemy	● Added 2 new potato enemies w/art and animation	Kaiyana
12/2/22	Map	● Added a key that unlocks the main boss room door	Kaiyana
12/4/22	Enemy	● Added a script to avoid enemies colliding with each other	Sebastian
12/4/22	Enemy	● Added pathfinding to the other types of potato enemies	Sebastian
12/4/22	Sound	● Added sounds to main menu	Jason
12/4/22	Map	● Expanded the A* pathfinding range to include new map areas ● Enemy movement is still a little wonky but it works better than before	Sebastian

12/4/22	Map	● Added breakable pots ● Pots break properly ● Sounds for the pots are loud, need to decrease volume	Kaiyana
12/5/22	Boss	● Added basic boss animations and logic ● Boss animations are smooth	Kaiyana
12/5/22	Enemy	● Made changes to the A* code the helped the enemies not get suck on angular map geometry	Sebastian
12/5/22	Boss	● Added healthbar for the boss ● Boss health bar decrements properly	Kaiyana
12/5/22	Scenes	● Added an introduction scene with sound effects to play after the main menu ● Also added a little prologue with sounds and animations	Jason
12/5/22	Main Menu	● Fixed a bug	Jason

		that would stop the retry button from working	
12/6/22	Player	● Added a knife w/attack animations to the player ● Player can right click to swap weapons and use the knife ● Knife works and hits enemies properly	Kaiyana
12/6/22	Boss	● Changed the hitboxes on the boss attack to be on the arms	Sebastian
12/6/22	Boss	● Fixed bug that detached the attack hitboxes for the boss	Sebastian
12/6/22	Scenes	● Updated credits on the main menu ● Credits are easier and nicer to see visually	Jason
12/6/22	Scenes	● Added a tutorial function after starting the game ● Clear instructions for players to follow	Jason
12/6/22	Map	● Added	Sebastian

		triggers at 3 separate points for groups of enemies to be able to attack the player	
12/6/22	Map	● Changes to the tilemap for the main rooms ● Adjusted the starting point so the player isn't set in the middle of a room	Kaiyana
12/7/22	Game	● Final commits and creating of WebGL build	All

List of objectives to meet:
- Add more bullet types
- More level designs and expansions
- Diversify the enemies
- Add sound to game mechanics
  - Gun shots
  - Potato enemies being hit
- Update visual UI
- Implement enemy health bar properly

What is not working/Obstacles preventing development:
- Some animations need to be fixed as gun does not properly follow the player
- Pathfinding is still a little wonky because of enemy collisions
  - Should we try enabling or disabling collisions on enemies?
  - How should we fix this
- Time
  - Busy schedule because of other classes
  - Need to learn how to do a lot of things to implement some of the features we want