

Ferris							
Item	Complete	Notes					
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	The only thing left is to finish creating the sprites for the fighter and rogue.					
Test Plan (30+ Tests)	<input type="checkbox"/>	I have 10 tests, and the ideas for a <u>lot</u> more, I just need to write them					
Prefab w/ Documentation	<input type="checkbox"/>	I have the prefab, I just need to document it. Shouldn't take more than half an hour.					
Dynamic Binding	<input checked="" type="checkbox"/>	Base Ability vs (Fighter Wizard) Ability. Dynamic binding is there, but handled internally by Godot					
Copyright Violation	<input checked="" type="checkbox"/>	I need to check with BC on this, but I violated copyright when making our team logo. Need to see if that counts.					
Pattern (one big or two small)	<input checked="" type="checkbox"/>	Facade is implemented for the player. Most things that touch it go through the PlayerGlobal, and if they touch directly, they need to be changed :)					
Taran							
Item	Complete	Notes					
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	The two things I didn't do are building more levels, and building more tests.					
Test Plan (30+ Tests)	<input type="checkbox"/>	I basically haven't touched this, unfortunately. I was going to try and chew through this before sunday.					
Prefab w/ Documentation	<input type="checkbox"/>	I need to do a bunch of documentation tbh, but this should be very easy.					
Dynamic Binding	<input checked="" type="checkbox"/>	Collectables, with the function that's called on pickup. Same with Ferris, I don't have parent as new subclass. To be honest, I don't know how I'd fit that in.					
Copyright Violation	<input type="checkbox"/>	I need to do this as well. I have an idea, I just need to get it done.					
Pattern (one big or two small)	<input checked="" type="checkbox"/>	Collectables are generated by factory.					
Gavin							
Item	Complete	Notes					
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	Needs to be updated to match C# rework, otherwise the SoundController is finished and child classes are being deployed.					
Test Plan (30+ Tests)	<input type="checkbox"/>	15/30 done, should be complete once I add the base class tests					
Prefab w/ Documentation	<input type="checkbox"/>	Unfinished, however design pattern supports conversion to Prefab					
Dynamic Binding	<input type="checkbox"/>	With play() in SoundController and play() in PlayerSound					
Copyright Violation	<input checked="" type="checkbox"/>	Several sounds used are not protected by CreativeCommons, Dark Souls Death Sound Effect, Castle Crashers Soundtrack (Need to check CreativeCommons)					
Pattern (one big or two small)	<input checked="" type="checkbox"/>	Decorator, SoundController base class with implementations PlayerSound, GameSound, HUDSound, and EnemySound					
Jason							
Item	Complete	Notes					
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	Just need to finish unique abilities and tests					
Test Plan (30+ Tests)	<input type="checkbox"/>	Not at 30 tests yet, but have collaborated on some					
Prefab w/ Documentation	<input type="checkbox"/>	Just needs documentation					
Dynamic Binding	<input checked="" type="checkbox"/>	Done. BaseEnemy Superclass Zombie Subclass					
Copyright Violation	<input checked="" type="checkbox"/>	I have violated copyright already with my sprites, but may go back and make it more egregious					
Pattern (one big or two small)	<input checked="" type="checkbox"/>	Facade already implemented					
Julia							
Item	Complete	Notes					
Gantt Chart (Finished or close)	<input checked="" type="checkbox"/>	Test Plan incomplete					
Test Plan (30+ Tests)	<input type="checkbox"/>	Test Plan needs to be reworked post refactor (Menu API changed a ton)	Test Composite and Stack, and the Elements - Hearts, Coins, etc...				
Prefab w/ Documentation	<input type="checkbox"/>	Have one Chosen - Need to Document					
Dynamic Binding	<input checked="" type="checkbox"/>	Superclass = MenuComposite, Subclass = MenuStack,	Superclass = ShopElement, Many Subclasses				
Copyright Violation	<input checked="" type="checkbox"/>	Super Mario Coin in top left corner - (not fair use)	Parody				
Pattern (one big or two small)	<input checked="" type="checkbox"/>	Composite, Abstract Factory	Need to create a class diagram - refactor				