

Week Of 1/13/2020

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting on Wednesday - Meeting on Thursday	1 hour 1 hour	1 hour 1 hour	- Meeting to discuss future plans - Meeting with Prof. Davis about future plans, progress, scheduling	- Done - Done	Everyone who can needs to go to these meetings!!!
Brooke	- Documents - Assign tasks - Plan semester - Start on next iteration	2 hours 1 hour 1 hour 1 hour	2 hours 30 min 30 min 30 min	- SDP document - assign tasks for this week and next since I will be gone over the weekend - Plan a general outline/timeline for the semester - Start looking at sound and fonts	- done - done - done - done	Most of my work this week was focused on planning these last few sprints/iterations. I also did some research on sound/music.
Nick	- Attend meeting - Documents - Start on next iteration	1 hour 2 hours 1 hour	1 hour 30 min 30 min	- Attended meeting - Made Small changes to SDP document - Worked on the pause menu animation stuff.	- Done - Done - Done	I Plan to finish the pause menu animation early next week, and work on polishing the falling food minigame.
Westen	- Attend meeting - Documents - Start on next iteration	1 hour 2 hours 1 hour	2 Hours	- This iteration is to polish the soccer game which includes art, working with sellars for the save state and changing the difficulties	-ongoing	Finishing up the art work for the soccer minigame and trying to change to mechanics for how to soccer ball is kicked
Sellars	- Attend meeting - Documents - Start on next iteration	1 hour 2 hours 1 hour	-1 hour	-implement a save state	-done	plan to start drawing up general style for collections page
Shane	- Attend meeting - Documents - Start on next iteration	1 hour 2 hours 1 hour	1 hour 30 min 30 min	-Discuss next iteration plans with client -Begin working on polishing and completely finish fruit vs veg game	-done -in progress	-Was only able to attend first 30 min of first meeting due to class schedule. -Implemented additional questions into the fruit vs veg game and rolled in updated graphics. -Still have to push changes.
David	- Attend meeting - Documents - Start on next iteration - Website	1 hour 2 hours 1 hour	1 hour	-Meeting with client -Begin working on finding assets for the game	-done	-Was only able to attend first 30 min of first meeting due to class schedule. -Found assets for soccer game.

Week Of 1/20/2020

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	Meeting	1 hour	1 hour	Class meeting	- done	Talked about progress and what's to come
Brooke	- Tips and collection screen story board - Sound research - Font consistency - Brainstorm game ideas	1-2 hours 1-2 hours 1 hour 1 hour	- 1 hour - 4 hours - 15 mins - 1 hour	- Draft what the tips and collection screens should look like - Research how we are going to get sound working and what we are going to use for sound - Find fonts we'd like to use - Think about minigames 4 and 5	- Done - Half Done (only music) - In progress - In progress	- Finished basic draft of the tips and collection screen - Found music and implemented it, still working on SFX - Looked at a few fonts, have not fixed them yet though - Decided on potential minigames 4 and 5

Brooke	<ul style="list-style-type: none"> - tips + collection content - Map 1 and Map 2 - Continue adding sound to things - sound use case? 	<ul style="list-style-type: none"> - 2 hour - 1 hour - 1-3 hour - 1 hour 	<ul style="list-style-type: none"> - 0 hours - 2 hour - 1 hour - 1 hour 	<ul style="list-style-type: none"> - Add content for tips and collection screens - Map 1 and Map 2 polish and creation - add sound to tips and collection screen - write use case for sound 	<ul style="list-style-type: none"> - ongoing - ongoing - ongoing - complete 	<ul style="list-style-type: none"> - Work on the tips scene has been started. Collection Screen work is postponed until we have the correct collection content. - Work on map screen 2 has been started. There is a level of trickiness to the scrolling map that still needs some work. - Sound has been added/fixes on the tips and collection screen. - sound and music use cases have been added. - Other Documentation has been worked on (SDP/SRS, 2 hours) 														
Nick	<ul style="list-style-type: none"> - font consistency - pause screen + sound - score/star implementation for Falling Food - goalie game/minigame 4? 	<ul style="list-style-type: none"> - 1-2 hours - 1 hour - 1 hour - 1-4 hours 	<ul style="list-style-type: none"> - 3 - 0 - 0 - 3 	<ul style="list-style-type: none"> - Add theme for consistent font - try to figure out the issue with the pause screen and sound - implement the star scoring for Falling Food - Begin work on minigame 4 	<ul style="list-style-type: none"> - ongoing (need button textures) - ongoing - ongoing - ongoing 	<ul style="list-style-type: none"> - Spent approx 3 hours working on the goalie minigame with Westen. We still need to implement timers and a few game rules for it. I spent about 3 hours working the theme for the game. It's mostly done, just need to create some textures for buttons, but fonts are complete. Also, I need to adjust the Main Menu UI. 														
Westen	<ul style="list-style-type: none"> - goalie game/minigame 4 - score/star implementation for Goalie Shootout - use case for minigame 4 	<ul style="list-style-type: none"> - 1-4 hours - 1 hour - 1 hour 	<ul style="list-style-type: none"> - 3 Hours 	<ul style="list-style-type: none"> - begin work on minigame 4 - add star scoring to Goalie Shootout - write use-case for minigame 4 	<ul style="list-style-type: none"> - complete - ongoing - ongoing 	<ul style="list-style-type: none"> - finished the soccer minigame, need help with sellars to set the stars per number of points 														
Sellars	<ul style="list-style-type: none"> - save implementation - score/star implementation - tutorials - Color Categories/minigame 5 	<ul style="list-style-type: none"> - 1 hour - 1 hour - 1 hour - 1-4 hours 	<ul style="list-style-type: none"> - 1 hour - 1 hour 	<ul style="list-style-type: none"> - Implement the save system - help others with saving scores/stars - change tutorial character from troll to stan - begin work on color category minigame 	<ul style="list-style-type: none"> - complete 															
Shane	<ul style="list-style-type: none"> - score/star implementation for Stan's Snacks - Color Categories/minigame 5 	<ul style="list-style-type: none"> - 1 hour - 1-4 hours 		<ul style="list-style-type: none"> - implement star score system for stan's snacks - begin work on color category minigame 	<ul style="list-style-type: none"> - complete - in progress 															
David	<ul style="list-style-type: none"> - Testing - tips and collection use cases - Update website 	<ul style="list-style-type: none"> - 1-4 Hours - 1 Hour - 1 Hour 	<ul style="list-style-type: none"> - 2 Hours 	<ul style="list-style-type: none"> - Test on phone (must download from sellars) and writeup what needs to be fixed - write tips and collection use cases 	<ul style="list-style-type: none"> - Ongoing - Complete - Complete 	<ul style="list-style-type: none"> - Still need to get iphone build from Sellars - Tips and Collections screen use cases written - Updated documents on deliverables page and fixed some javascript errors on adaptive navbar. 														

Week Of 2/10/2020

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	<ul style="list-style-type: none"> -Work Meetings -Dr Scherger Meeting 	<ul style="list-style-type: none"> 1-2 hours 1 hour 		<ul style="list-style-type: none"> - Class meetings to work/discuss - progress meeting 		
Brooke	<ul style="list-style-type: none"> - tips + collection content/scenes - Map 2 - Software Requirements Documentation 	<ul style="list-style-type: none"> - 2-3 hours - 2-3 hours - 1-2 hours 	<ul style="list-style-type: none"> - 0 hours - 6 hours - 1 hour 	<ul style="list-style-type: none"> - Continue working on content/scenes for tips and collection screens - Continue work on map 2, figure out the scrolling problem - finish most of software requirements documentation 	<ul style="list-style-type: none"> - Ongoing - done (except for polish) - ongoing 	<ul style="list-style-type: none"> - Map 2.0 took a bit of time to figure out (way longer than expected). Still needs some polishing but it's basically there.

Nick	<ul style="list-style-type: none"> - Goalie Defender Game - Software requirements documentation - Falling Food level 2 	<ul style="list-style-type: none"> - 1-4 hours - 1-2 hours - 1-3 hours 	<ul style="list-style-type: none"> - 3 hrs - 2hrs - 0hrs - 6hrs 	<ul style="list-style-type: none"> - Finish Goalie Defender Game - Complete software requirements documentation - Start level 2 of Falling Food 	<ul style="list-style-type: none"> - ongoing - ongoing - ongoing 	<ul style="list-style-type: none"> - Spent time working on goalie defender with Westen - Also worked on system features section of SRS. I also spent about six hours researching plugin writing for Godot. I figured out I can write a few plugins to accomplish some theme modifications for text and other UI elements that we're having issues with due to the tracked bug in Godot with applying a theme to the entire game. I plan to develop a few plugins related to text and a custom node for minigame start countdowns.
Westen	<ul style="list-style-type: none"> - Goalie Defender Game - Software requirements documentation - Goalie Shootout 2 	<ul style="list-style-type: none"> - 1-4 hours - 1-2 hours - 1-3 hours 	<ul style="list-style-type: none"> - 3 Hours - 1 Hour - 1 hour 	<ul style="list-style-type: none"> - Finish Goalie Defender Game - Complete software requirements documentation - Start level 2 of Goalie Shootout 	<ul style="list-style-type: none"> - ongoing - complete - ongoing 	<ul style="list-style-type: none"> - Spent more time working on the goalie defender game. Added score keeping and timers to make sure the game has smooth transitions between clicking on the game and starting. - Worked on documentation of both Goalie Shootout and Goalie Defender
Sellars	<ul style="list-style-type: none"> - Color Category Game - Software requirements documentation - Slans snacks 2 	<ul style="list-style-type: none"> - 1-4 hours - 1-2 hours - 1-3 hours 	<ul style="list-style-type: none"> - 2 hours - 1 hours 	<ul style="list-style-type: none"> - Finish Color Category Game (get info from sam if needed) - Complete software requirements documentation - Start level 2 of Goalie Shootout 	<ul style="list-style-type: none"> - done - in progress 	
Shane	<ul style="list-style-type: none"> - Stan's Snacks Level 2 - Software requirements documentation 	<ul style="list-style-type: none"> - 1-4 hours - 1-2 hours 		<ul style="list-style-type: none"> - Start on level 2 of Stan's Snacks (get info from sam) - Complete software requirements documentation 		
David	<ul style="list-style-type: none"> - Testing and test documentation - Software requirements documentation 	<ul style="list-style-type: none"> - 1-4 hours - 1-2 hours 		<ul style="list-style-type: none"> - Test game and complete required testing documentation (on our google drive). Write out a list of things that need to be fixed/improved - complete software requirements documentation 		

Week Of 2/24/2020

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	<ul style="list-style-type: none"> -Work Meetings -Dr Scherger Meeting 	<ul style="list-style-type: none"> 1-2 hours 1 hour 		<ul style="list-style-type: none"> - Class meetings to work/discuss 		
Brooke	<ul style="list-style-type: none"> - Tips and collection scenes - Software requirements documentation - Falling Food 2 - Game intro screen 	<ul style="list-style-type: none"> 1 hour 1 hour 3 hours 3 hours 	<ul style="list-style-type: none"> 1 hour 1 hour 7 hours 0 hours 	<ul style="list-style-type: none"> - Make template for tips and collection screens - Complete software requirements documentation - Start of level 2 of falling food minigame - Work on the tutorial/pre game intro screen thing 	<ul style="list-style-type: none"> - ongoing - complete - complete - ongoing 	<ul style="list-style-type: none"> - Mostly focused on improving falling food 1 and falling food 2 this week. Both are complete with more food choices and an extra level of difficulty in falling food 2.

Week Of 3/23/2020						
Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
David						
Everyone	- Merge meeting	1-2 hours	2 hours			
Brooke	- SRS poster - Bug fixes - Falling Food - Achievement with Sellars - Plan online meetings/online work	- 2 hours - 1 hour - 1 hour - 1 hour	- 1 hour - 1 hour - 0 hours - several hours		In progress	We had a very long meeting on the 29th to merge everything to prepare for our presentation on Wednesday
Nick	- Apply TutorialScreen to Minigames - Apply Theme to remaining minigames - Apply Countdown to minigames - Animate TutorialScreen	- 3 hours - 1 hours - 1 hours	- 3 hours - 1 hour - 1 hour - 1 hour	- The screen that tells players health facts and how to play a minigame - The theme includes Font-sizes, Font-colours, Font-styles, Button textures, and set seasonal images for MapScreen - Countdown gives the player about 3 seconds to prepare for the game to start before the minigame begins.	- Complete - Complete - Complete - Complete	Each minigame now has a proper tutorial screen and countdown to the game start. Also the theme has been applied to all minigames and menus as to my knowledge. Also, had time to animate the TutorialScreen
Westen		-2 Hours -2 Hours	-3 Hours -3 Hours		-ongoing -ongoing	-Worked with sellars implementing achievements for goalie defender, Helped connect this branch to the master and fixed all of the merge issues for both games.
	-Goalie Defender work -Goalie Shootout work					
Sellars						
Shane	- More art - Rework positioning of objects - fact check content - online meetings					
David						
Week Of 3/30/2020						
Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Demo (Dr Scherger) - Demo (Samantha and	1 hour 1 hour	1 hour 1 hour			
Brooke	- Prepare for Demo - Start organizing Documentation	- 1 hour - 3 hours	1 hour 3 hour	Organize the documentation and make sure we have drafts of everything. Start editing docs. Continue SRS poster and make testing document	In progress	
Nick	- Prepare for Demo					
Westen	- Prepare for Demo	- 1 Hours	-2 Hours	-Make sure the games were ready for the demo	-done	
Sellars	- Prepare for Demo					
Shane	- Prepare for Demo					
David	- Prepare for Demo					
Week Of 3/30/2020						
Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Demo (Dr Scherger) - Demo (Samantha and	1 hour 1 hour	1 hour 1 hour			
Brooke	- Prepare for Demo - Start organizing Documentation	- 1 hour - 3 hours	1 hour 3 hour	Organize the documentation and make sure we have drafts of everything. Start editing docs. Continue SRS poster and make testing document	In progress	
Nick	- Prepare for Demo					
Westen	- Prepare for Demo -bug fixing	-1 Hour -2 Hours	-1 Hour -2 Hours	all bugs are listed on monday.com	-done -ongoing	
Sellars	- Prepare for Demo					
Shane	- Prepare for Demo					
David	- Prepare for Demo					
Week Of 4/6/2020						
Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Team meeting (docum) - Scherger Meeting	1-3 hours 1 hour				
Brooke	- Documentation - testing - Bug fix	3 hours 1 hour 3 hours	3 hours 1 hour 0 hours	Check monday for details	In progress	Continued to edit documentation and testing
Nick	- Update Tips Menu	- 3hrs	- 6 hrs	Redesign The tips screen based on feedback from client and Dr. Scherger	- done	Created a template scene for the updated tips screen. I have not added it to the game yet, waiting for bug fixes to be finished before I record video of the minigames for the tips screen.
Westen	-bug fixing for goalie shootout/defender	- 2-3 Hours	-3 Hours	Bugs listed on monday.com	-ongoing	-fixed goalie defender ball shoot on start bug

Sellers
Shane
David

Week Of 4/13/2020

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Team meeting (document) - Scherger Meeting	1-3 hours 1 hour				
Brooke	- Documentation - testing - Bug fix	3 hours 1 hour 3 hours	3 hours 1 hour 0 hours	Check monday for details	in progress	Continued to edit documentation and testing
Nick	- Documentation - Testing on Android	- 2-3 hrs - 1 hr		- Work on SDP and Testing Plan - Test the game on an actual android device		
Westen	-Bug fixing for Goalie shootout/defender -work on documentation	-2-3 Hours -2 Hours		Bugs listed on monday.com Work on documentation	-ongoing -ongoing	
Sellers						
Shane						
David						

Week Of 4/20/2020

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Team meeting (document) - Scherger Meeting	1-3 hours 1 hour				
Brooke	- Documentation - testing - Bug fix - Prepare presentation	3 hours 1 hour 3 hours 3 hours	3 hours 1 hour 0 hours 2 hours	Check monday for details	in progress	Continued to edit documentation and testing
Nick	- Bug fixes - Documentation	- 1-3 hrs - 1-2hrs - 2-3 hrs	- 6 hrs - 2hrs - 2 hrs	Check Monday for assigned tasks	Completed	Had cross platform issues with video playback between Android and iPhone. Took a very long time to fix!
Westen	- Bug fixes - Documentation	- 1-3 hrs - 1-2hrs				
Sellers	- Bug fixes - Documentation	- 1-3 hrs - 1-2hrs				
Shane	- Bug fixes - Documentation	- 1-3 hrs - 1-2hrs				
David	- Testing - Documentation	- 1-3 hrs - 1-2hrs				

Week Of 4/27/2020

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Team meeting (document) - Scherger Rehearsal - Scherger Rehearsal 2 - Class Rehearsal - Project presentation!	- 1-3 hours - 1 hour - 1 hour - 3 hours - 3 hours				
Brooke	- Practice - Documentation - Record and edit Videos for final presentaion	Several hours	Several hours	Practice presentation as a group		
Nick	- Practice - Documentation - Record and edit Videos for final presentaion	- 2-3 hrs - 2-3 hrs		Practice presentation as a group	Completed	
Westen	- Practice - Documentation					
Sellers	- Practice - Documentation					
Shane	- Practice - Documentation					
David						

W.A.R. Reports

Week Of 9/30/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	-Meeting				Completed	
Brooke	-Vision Documents -Glossary -Game Engine Research	3 hours	5 hours	- work on vision document (various sections/scope) - work on glossary (various sections) - decide what framework or game engine we should use	- Completed - Completed - Completed	Additionally worked on game ideas and planned meetings. Started working with Godot to find out if that's what we should use.
Nick	-Vision Documents -Glossary -Game Engine research	3 hours	5 hours	- work on vision document (various sections) - work on glossary (various sections) - decide what framework or game engine we should use	- Completed - Completed - Completed	Researched Godot. Meeting 2. Worked on the title screen use case.
Westen	-Vision Documents -Glossary	2 hours	5 hours	- work on vision document (Product overview) - work on glossary (various sections)	- Completed - Completed	Worked on definitions of glossary. Researched Game engines, looked into unity's 2d engine.
Sellers	-Vision Documents -Glossary	2 hours	5 hours	- work on vision document (positioning) - work on glossary (various sections)	- Completed - Completed	
Shane	-Vision Documents -Glossary	2 hours	5 hours	- work on vision document (stakeholder) - work on glossary (various sections) - work on vision document (intro)	- Completed - Completed - Completed	Researched interested parties within the Sir Stanley foundation and stakeholders within TCU, such as Professor Davis and TCU CS department
David	-Glossary -Website	3 hours	5 hours	- work on glossary (various sections) - worked on cashhtml of website	- Completed - Completed - Completed	

Week Of 10/7/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	-Meeting	1 hour	1 hour	Finalize what the game will look like	Completed	Talked about mini-games too.
Brooke	-Documentation Update -Meeting Planning -Use Cases	4 hours	4 hours	-edit vision document and glossary -storyboarding -Use Cases	- Completed - Completed - Completed	Started to work on the title screen as well as the general storyboard/level-design of the game. Also made a logo! Worked on use-cases: Map, FruitOrVeg, PlateGame.
Nick	- GitHub Repository - Review Vision Glossary and Use Case Documents			- Created GitHub Team, added team members, granted read and write permissions to the repository and learned Git. - Added links to vision and glossary documents, made minor changes to UC01, vision, and glossary documents	- Completed - Completed - Completed	All GitHub related tasks were completed, and also document adjustments. Failed to begin development of map screen. We needed to get setup on GitHub before development of map screen, because we didn't have write permissions to repo. Development of map screen will begin week of Oct. 27th
Nick	- Develop Map Screen	4 hours	4 hours	- Development of Map screen for prototyping.	- Completed	The Godot tutorial provided good insight on how the engine works.
Westen	-Work with Godot-Edit Glossary and Use cases	2 hours	2 hours	Do the Godot Tutorial and make changes to the Glossary and use cases.	- Completed - Completed	
Sellers	-Develop map screen	2 hours	2 hours	-Develop a prototype map screen that can be scaled -Add documentation for use cases, and thinking through success scenarios	-Completed	Found several helpful videos and set up outline to begin map screen development
Shane	-Work on use cases -Get familiar with Godot Engine	2 hours	3 hours	-Installed Godot Engine and watched tutorials on scripting and interface	-Completed	-Followed the documentation outline to help guide the use case description -Watched tutorial videos
David	-Website information updates. -Work on creating a title screen. -Review documentation.	2 hours	2 hours	Updated weekly war reports and added deliverables to webpage.	-Completed	

Week Of 10/14/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	No group tasks this week! - Finish up title screen - Logo	x	x	x	x	No meeting with the client this week since it was a short week
Brooke	- make sure everyone knows what they are doing while in game	-1.3 hours - 1 hour	- 2 hours - 1 hour	- Finish the demo of the title screen - Finish the logo for our website	-complete -complete -complete	Demo of title screen is working (kinda sketchy)
Nick	- GitHub Repository - Review Vision, Glossary, and UC Docs			- Granted R/W permissions to the Github project repository, and learned Git - Added links to vision and glossary docs, made minor changes to UC01, vision, and glossary docs	-complete -complete -complete	All GitHub related tasks were completed, document adjustments, and website update. Failed to begin development of map screen. We needed to get setup with GitHub before development of map screen, because we didn't have Write permissions to repo. Development of map screen will begin week of Oct 27th
Nick	- Update website - Cool research and Starting the Soccer Minigame	4 hours	4 hours	- Development of Map screen for prototyping - Work with Godot more and learn its features. Start thinking of how we would like to do the soccer minigame.	-complete -complete	Learned how to work with Rigidbody2d in Godot and started building the scene for the soccer minigame.
Westen	MapScreen development and set up scene transitions	2 Hours	2 Hours	Work with Godot more and learn its features. Start thinking of how we would like to do the soccer minigame.	-complete -complete	
Sellers	-Created mock map screen art -Created mini-game background -Researched possible workflow managers (something similar to JIRA)	2.4 Hours	2 Hours	Set up map screen with scalability and added transitions from title screen	-complete	
Shane	Update weekly WARS and maintain website. Start working on soccer minigame.	3 Hours	3 Hours	-Used app called ProCreate to draw art assets for the game -Created an account on ClickUp, and invited group members to join to more easily track work progress	-complete -complete	Ultimately ended up not using ClickUp to track progress, as it was an additional software to learn that was time consuming
David		3 Hours	2 Hours	Updated website with weekly updates. Researched game development and started working on the soccer minigame	-completed-ongoing	

Week Of 10/21/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting 1 w Prof Davis - Meeting 2 w Graphic design - Meeting 3 w Business	- 1 hour - 1 hour - 1 hour	- 1 hour - 1 hour - 1 hour	- Vision doc review - talk about art assets - talk about branding	- complete - complete - complete	Reviewed Vision document with professor davis. Talked about what we need from g. d. and reviewed some of their designs. Talked to business about branding/what our ideas are.
Brooke	- Documentation editing - plan meetings - assign minigame tasks - Plate minigame	- 30 mins - 30 mins - 0 mins - 2-3 hours	- 30 mins - 30 mins - 0 mins - N/A	- Continue editing docs - plan various meetings - assign each minigame to 2 people - work on plate minigame implementation	- ongoing - ongoing - complete - ongoing/incomplete	Also worked on SDP (1 hour), and prototypes (1 hour). Assigning minigames barely took any time. Didn't have time to work on the mini-game this week
Nick	- Work on map screen, - GitHub	- 1 hour - 30 min	- 1 hour - 30 min	- push to the Master branch of the repo, so everyone can pi- - Begin development of a working map screen for the game	- complete - complete	Worked on GitHub push with Sellers. As for the Map screen, ended up testing what we had developed so far on an Android device to check for compatibility
Westen	- Soccer Mini Game - Presentation Prep	- 2 hours - 2 hours	- 0 - 2 hours	- Begin development of soccer minigame - Work on powerpoint and practice for IAB meeting	- incomplete - complete	Focus on the presentation, this took up most of my time while reciting and editing the powerpoint.
Sellers	- Fruit or Veg mini game - presentation prep - map screen	- 2 hours - 2 hours - 1 hour	- 1 hour - 2 hours - 1 hour	- Begin development of soccer minigame - Work on powerpoint and practice for IAB meeting	- incomplete - complete - complete	Basic Labeling Game created. Needs improved UI and better scalability still. Prepared for presentation and map screen is complete but still needs some graphics
Shane	- art - fruit or veg mini game	- 1.2 hours - 2 hours	- 4 hours - 1 hour	- begin working on some art assets - begin development on fruit or veg minigame	- ongoing - ongoing	-Continued drawing revisions for the map screen and mini game backgrounds -Did not get to much coding this week
David	- website - soccer mini game	- 1.2 hours - 2 hours	45 Minutes - 3 Hours	Update WARS and deliverables - begin development on soccer game	- ongoing - ongoing	Also updated documentation and worked on SDP

Week Of 10/28/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting	1 hour	1 hour	Review prototype	Complete	
Brooke	- Edit docs - Plan meetings - Iteration Plan - Plate Game	- 30 mins - 30 mins - 30 mins - 2-3 hours	- 30 mins - 30 mins - 30 mins - 3 hours	- Continue to edit documentation - plan meetings with Prof Davis, Graphic Design - Iteration plan ??? (unsure of due date) - Work with Nick on plate game implementation	-Ongoing/Complete -Complete -incomplete -Ongoing/Complete	Continued ongoing work on the various documents. Planned a meeting with Prof Sam to go over the prototype. Only just started the iteration plan because we don't know when it's due. Finally, Nick and I pair-programmed to get the basket part of the Falling Foods game working.
Nick	- Update map screen ui - Iteration Plan - Plate Game	- 1 hour - 30 mins - 3 hours	- N/A - 30 mins - 3 hours	- Update the map ui - Iteration plan (unsure of due date) - Plate game implementation with Brooke	- Ongoing - Complete - Ongoing/Complete	We need additional art assets to update the map UI. Worked on Iteration Plan, Purpose, Resources, UCs, and Evaluation criteria. Also pair programmed the Falling Food minigame with Brooke, getting the basket part of the game working.
Westen	- Iteration plan - soccer game	- 30 mins - 2-3 hours	2 Hours	- Iteration plan (unsure of due date) - soccer game implementation with david	-incomplete/Ongoing -Complete	Framework for Soccer game has been completed. Need to finish building the scoring system.
Sellers	- Iteration plan - Fruit or Veg game - frame work programming	- 30 mins - 2-3 hours - 1 hour	2 Hours	- Iteration plan (unsure of due date) - Iteration plan (unsure of due date) - work on general framework of game in godot	-complete	Label Game improved to be more scalable and adaptable to different types of questions
Shane	- art - iteration plan - fruit or veg game	- 1 hour - 30 mins - 2-3 hours		- work on some art assets - iteration plan (unsure of due date) - work on fruit or veg minigame	-ongoing -ongoing -complete	-Created more assets for the labeling game -Worked to improve mini game question scalability and implement score system
David	- Iteration plan - soccer game - website	- 30 mins - 2-3 hours - 1 hour		- Iteration plan (unsure of due date) - work on implementation of soccer game with westen - general website updating	-ongoing	-Worked on scoring system for soccer game.

Week Of 11/4/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting	- 1 hour		- Show progress, talk art		
Brooke	- Meeting Planning - Falling'food minigame - Iteration Plan - Fix/update previous WARS	- 30 mins - 2 Hours - 30 mins - 30 mins	30 minutes - 8 hours - 30 minutes - 30 minutes	- Plan meeting with paul - Make food fall from the sky - Iteration plan (?) - Move WARS to new format	- complete - complete/ongoing - complete - complete	Planned a meeting with Paul (contact from Sir Stanley Mathews Coaching Foundation). Worked on the Falling'food minigame: pair programming with Nick to make the basket, then refactored that code and those scenes to make a basket that interacts with the food (food rolls down into basket before disappearing). Also started to work on getting the food to fall correctly. Have been updating the iteration plan. Updated the previous WARS and moved it to a new, easier to follow format.
Nick	- Falling'food minigame - Iteration Plan - Fix/update previous WARS	- 2 Hours - 30 mins - 30 mins	- 3 hours - 30 min - 30 min	- Make food fall from the sky - Iteration plan (?) - Move WARS to new format	- Complete - Complete - Complete	Worked on falling food game with Brooke. Refactored falling food code, created a food node that is collidable, releases resources when not in game, and created a food spawner timer. Small edits were made to iteration plan. Also, I added additional empty WARS entries for future weeks. This way we just fill in the blank WARS for the remainder of the semester. One thing that wasn't planned that I did was recreate art in the same style as graphic design. It came out pretty good, and I should be able to make art assets as needed, in a consistent manner.
Westen	- soccer game - Iteration Plan - Fix/update previous WARS - Get art for Soccer Game	- 2 Hours - 30 mins - 30 mins - 1 Hour	- 4 Hours - 15 mins - 15 mins - 0 Hour	- Work on the scoring system for the soccer game. - Iteration plan (?) - Move WARS to new format - Find art for the Soccer Mini game or get graphic design to	- complete - complete - complete - planned	The soccer game prototype is finished and we have a running example to show. The soccer game includes a moving ball which one points at a location on the screen to "kick" the ball. If the ball hits the goal you get a point, otherwise the ball is reset. I've looked over the iteration plan and also fixed the previous WARS to be up to the standard.
Sellers	- Fruit and Veg game - Iteration Plan - Fix/update previous WARS	- 2 hours - 30 mins - 30 mins	- 2 hours - 1 hour - 30 mins	- Work on minigame - Iteration plan (?) - Move WARS to new format	- Ongoing - Completed - Completed	
Shane	- Fruit and Veg game - Iteration Plan - Fix/update WARS - Artwork - Code Review	- 2 Hours - 30 mins - 30 mins - 2 Hours - 1 Hour	- 2 Hours - 1 hour - 30 mins - 30 mins - 1 Hour	- Work on minigame - Iteration plan (?) - Move WARS to new format - Continued work on graphics - Reviewed mini game code with Sellers	- ongoing - started - planned - ongoing - completed	
David	- soccer game - Iteration Plan - Fix/update previous WARS	- 2 Hours - 30 mins - 30 mins	- 2 Hours - 30 mins - 30 mins	- Work on the scoring system for the soccer game. - Iteration plan (?) - Move WARS to new format	- Ongoing - Completed - Completed	

Week Of 11/11/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting	- 1 hour		- Skype meeting with Paul (Wednesday 2pm)	- planned	Spoke to paul about his expectations for the game, branding, and our plan going forward.
Brooke	- Falling Food minigame - Tutorial screen for Falling Food - Falling Food UI - Lead meeting with Paul	- 1 hours - 1 hour - 1 hour - 1 hour	- 3 hours - 1 hour - 0 hours - 1 hour	- Put the pieces of the falling food minigame together, add work on the tutorial screen for the game as well as hook it up on the UI pieces (pause button and timer and score tracking) - lead meeting between group, prof davis, and paul	- Ongoing - Ongoing - Ongoing - Done	Read Nick's WAR comments for notes about Falling Food. We have a timer and score tracking that we can use from Westen's game. I also wrote up some of the tutorial material for each of the games. I also worked on the art for about an hour. I also assigned tasks for the next week.
Nick	- Falling Food minigame - Art creation for Falling Food	- 2 hours - 2 hours	- 3 hours - 2 hours	- Further develop falling food minigame to have multiple food types, implement game timer, and some game stat tracking for score counting - Create two more food art assets for in game use.	- ongoing - ongoing	Coding for the falling food minigame is a higher priority this week than creating art assets, since we can use temporary sprites for the time being. However, I would like to at minimum start working on the art assets. UPDATE: Still working on multiple foods, game timer, and stat tracking, and I was only able to work on one food asset. Brooke and I integrated her food physics and my spawning mechanism.
Westen	- Soccer minigame tutorial - Soccer minigame UI - Test fruit or veg game - Updated Soccer Use case and Added Score Screen Use Case	- 1 hour - 1 hour - 1 hour - 20min	- 15 Min - 3 hour - 1 hour - 20 min	- Work on the tutorial screen for the minigame and hook it up to the rest of the game - Add necessary UI - test other minigame - add animations for making a goal - Add and update use cases	- complete - complete - complete - complete	The tutorial for the soccer mini game has been added with full text explaining how to play the game. A timer and game over message was added to the soccer minigame. After a minute of play time the game is ended and then sent back to the map screen. Spent an hour testing the fruit/veg game and let the creators know of any issues/bugs. Updated information in the soccer minigame use case as well as added a use case for the "Score Screen"
Sellers	- Fruit or Veg minigame tutorial - Fruit of Veg minigame UI - Test soccer game	- 1 hour - 1 hour - 1 hour	- 1 hour - 1 hour - 1 hour	- Work on the tutorial screen for the minigame and hook it up to the rest of the game - Add necessary UI - test other minigame	- Ongoing	
Shane	- Fruit or Veg minigame tutorial - Fruit of Veg minigame UI - Test soccer game	- 1 hour - 1 hour - 1 hour	- 1 hour - 1 hour - 1 hour - 5 hour	- Work on the tutorial screen for the minigame and integrate it to the rest of the game - Add necessary UI - test other minigame	- ongoing - completed - completed	Researched nutritional information so we would have some possible dialog for the tutorial scenes. Completed Played with some possible fonts and graphics for the label buttons.
David	- Soccer minigame tutorial - Soccer minigame UI - test fruit or veg game - Website updates	- 1 hour - 1 hour - 1 hour - 30 mins	- 1 hour - 1 hour - 1 hour - 30 mins	- Work on the tutorial screen for the minigame and hook it up to the rest of the game - Add necessary UI - test other minigame - add prototype specification to deliverables and make the WARS button lead to this document	- ongoing - ongoing - ongoing - Completed	

Week Of 11/18/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Sunday work meeting			Meet and work together on Sunday		
Brooke	- Falling Food (more food types) - Art - Falling Food Timer - Falling Food Score tracker - Testing	- 0 hours - 2 hours - 2 hours - 1 hour - 1 hour - 1 hour	- 0 hours - 2 hours - 2 hours - 3 hours - 1 hour	- Add various food types for the Falling Food Minigame - Work on some of the art (Map, various food sprites) - Integrate a timer - Integrate a score tracker - Testing - we haven't decided to best way to test yet but we	- Ongoing - Ongoing - Complete - Complete - Ongoing	Drew pictures for a few new foods (drumstick and potato) as well as a background for the kitchen. Also worked on some art for other parts of the game. I integrated the score tracker that tracks the total amount of food that the player has caught and the amount of each category that the player has caught. I also wrote the tutorials and hooked them into the map. Finally, I helped test the game on my iPhone.
Nick	- Falling Food (more food types) - Falling Food Timer - Falling Food Score tracker - Testing	- 2 hours - 1 hour - 1 hour - 1 hour	- 3 hours - 1 hour - 1 hour - 3 hours	- Add various food types for the Falling Food Minigame - Integrate a timer - Integrate a score tracker - test minigames as a group	- Complete - Complete - Complete - Ongoing	While adding in the protein and carb foods into the minigame, I discovered an easier and more efficient method than we had been using for adding food items. So I refactored the falling food minigame to use this method. Also, when I was working on the falling food timer and score tracker, I refactored the falling food scene layout, that way there's a separation of UI from gameplay objects/code. I also tested the game on Android, and fixed a bug relating the falling food basket being offscreen.
Westen	- Pause button - score and timer fonts - soccer art? - testing	- 2 hours - 1 hour - 1 hour - 1 hour	- 1 Hour - 30 min - 1 Hour - 1 Hour	- Work on adding a pause button to the soccer game (to be change score and timer fonts to right size - find better art for the soccer game - test minigames as a group	- complete - complete - complete - planned	The pause button has been implemented for the Soccer Mini game, as well as fixing the score screen for the soccer mini-game as well. Implemented the new timer. Fixed all the fonts for the soccer mini-game Looked for soccer art -WIP Tested the entire app and its functions, will continue to do so.
Sellers	- add in timer for category game - score screen - testing	- 1 hour - 3 hours - 1 hour	- 1 hour - 3 hours - 1 hour	- 3 second timer for each question of category game - work on the score screen template - test minigames as group	- planned - completed - planned	
Shane	- Add in other categories questions - Make art for other categories questions - testing - Add background to Label game	- 1 hour - 1 hour - 1 hour - 30 min	- 1 hour - 1 hour - 1 hour - 30 min	- add in other questions to the category minigame - make the needed art for the category game - test minigames as group - load in a background image behind the scene	- planned	Mainly worked on making the labeling game more visually polished, and slightly more functional as well, with the inclusion of labels under the food images. The next focus is to work on unifying the score screens and tutorials between games.
David	- Pause button - score and timer fonts - soccer art? - testing	- 2 hours - 1 hour - 1 hour - 1 hour	- 2 hours - 1 hour - 1 hour - 1 hour	- Work on adding a pause button to the soccer game (to be change score and timer fonts to right size - find better art for the soccer game - test minigames as a group	- Done	Worked on implementation of pause button and score screen.

Week Of 11/25/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting	- 1 hour	- 1 hour	- Show iteration 1 to Prof. Davis	- Completed	
Brooke	- Unit tests - Add "Carbs" and "Proteins" - Art - Testing - Documentation?	- 2 hours - 30 minutes - 2 hours - 1 hour - 1 hour	- 0 hours - 0 hours - 0 hours - 1 hour - 1.5 hours	- Try the unit test package/see if it applies to our code - Add the carbs and protein counts to the score screen - Map Title Screen/etc - test by playing - clean up documentation from iteration 1	- Ongoing - Done - Ongoing - Done/Ongoing - Done	Mostly focused on cleaning up documentation and testing
Nick	- Unit tests - Add "Carbs" and "Proteins" to FallingFood score screen - Testing - Documentation?	- 2 hours - 30 minutes - 1 hour - 1 hour		- Try the unit test package/see if it applies to our code - Add the carbs and protein counts to the score screen - test by playing - clean up documentation from iteration 1	- Ongoing	I did some research on Unit testing, but mostly just played the game for testing.
Westen	- Testing - Documentation?	- 1 hour - 1 hour	- 2 Hours - 1 Hour	- test by playing - clean up documentation from iteration 1	- Ongoing - Ongoing	Looked for ways to automatically test our game. Played for an hour trying to find bugs in our game. Touched up some documents.
Sellers	- Testing - Documentation?	- 1 hour - 1 hour		- test by playing - clean up documentation from iteration 1	- ongoing	began creating use case and testing
Shane	- Testing - Documentation - New Graphics	- 1 hour - 1 hour - 1 hour		- test by playing, fixed some answers to the fruit/veg game - clean up documentation from iteration 1 - Started rolling in updated graphics to the game, may not be final art for the game, but looks more polished for demos.	- In Progress - Planned - In Progress	Found some small errors in the correct answers from the fruit/veg mini game, fixed them. However, still need to talk with nutrition students for verification. Started replacing older graphics with updated sprites and map screens, still have to push changes to GitHub.
David	- Testing - Documentation	- 1 hour - 1 hour		- test by playing - clean up documentation from iteration 1	- In Progress - In Progress	Tested soccer menu game for errors, and added new artwork for soccer goal and goalie.

Week Of 12/2/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting	- 1 hour	- 1 hour	- Practice presentation	- Completed	Everyone's only task this week was to work on the powerpoint and practice the presentation
Brooke	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation/add slides	- Completed	
Nick	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation/add slides	- Completed	Worked on ppt and practiced presentation
Westen	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation/add slides	- Completed	Went through powerpoint
Sellers	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation/add slides	- Completed	
Shane	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation/add slides	- Completed	Performed rehearsal presentation, and practiced improving presenting throughout the week.
David	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation	- Completed	

Week Of 12/9/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting	- 1 hour	- 1 hour	- Talk iteration 2 with Samantha		
Brooke	- Lead meeting	- 1 hour				
Nick	- Attend meeting	- 1 hour				
Westen	- Attend meeting	- 1 hour				
Sellers	- Attend meeting	- 1 hour				
Shane	- Attend meeting	- 1 hour	- 1 hour	- Discuss tasks to accomplish for next iteration - Discuss plan for next iteration with our client	- Completed	
David	- Attend meeting	- 1 hour				

Week Of 12/16/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Meeting	- 1 hour		- Show progress, talk art		
Brooke						
Nick						
Westen						
Sellers						
Shane						
David						

Week Of 12/23/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone						
Brooke	- Art assets - Improve animations for falling food	0-3 hours	0 hours	Create art assets for games and improve the animations for Falling Food minigame (mostly fix the basket size)	Ongoing	I got the flu this week so I took the whole week off.
Nick	- Art assets - Improve animations for falling food	0-3 hours	2 hours	Create art assets for games and improve the animations for Falling Food minigame (mostly fix the basket size)	Ongoing	I spent time reading Godot documentation on animation
Westen	- Art assets - Improve animations/art for goalie shootout	0-3 hours	1 Hour	Creating art assets for the soccer minigame. Improve hitboxes for the game. Change the soccer flick	ongoing	Started art assests, found a tutorial on projectiles for the soccer ball.
Sellars	- Art assets - Add save system/high score/stars	0-3 hours				
Shane	- Art assets - add questions	0-3 hours				
David	- Art assets - Improve animations/art for goalie shootout	0-3 hours				

Week Of 12/30/19

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone						
Brooke	- Art assets - Improve animations for falling food	0-3 hours	2 hours	Create art assets for games and improve the animations for Falling Food minigame (mostly fix the basket size)	Ongoing	Completed a picture of Stan to use for the tutorial and other parts of the game.
Nick	- Art assets - Improve animations for falling food	0-3 hours	2 hours		Ongoing	Continued learning animation in Godot
Westen	- Art assets - Improve animations/art for goalie shootout	0-3 hours	1 Hour	Creating art assets for the soccer minigame. Improve hitboxes for the game. Change the soccer flick		Went through the tutoiral found the previous week, did not complete art assests.
Sellars	- Art assets - Add save system/high score/stars	0-3 hours				
Shane	- Art assets - add questions	0-3 hours				

	David	- Art assets - Improve animations/art for goalie shootout	0-3 hours				
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Week Of 1/6/20

Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone						
Brooke	- Art assets - Improve animations for falling food - Plan next steps	0-3 hours	2 hours	Create art assets for games and improve the animations for Falling Food minigame (mostly fix the basket size)	Ongoing	Completed the title screen and fixed the scene to fit the art for the title screen. Also continued work on other art assets (soccer ball, various food, basket). Attempted to add sir stan picture to tutorials but having issues with the layering and sizing.
Nick	- Art assets - Improve animations for falling food	0-3 hours	3 hours		Ongoing	Implemented animation of pause menu using info learned from the past two weeks
Westen	- Art assets - Improve animations/art for goalie shootout	0-3 hours	4 Hours	Creating art assets for the soccer minigame. Improve hitboxes for the game. Change the soccer flick	ongoing	Tried to finish the soccer "flick" instead of the point and tap method to "kick" the soccer ball. Was not succesful in completing, too buggy.
Sellars	- Art assets - Add save system/high score/stars	0-3 hours				
Shane	- Art assets - add questions	0-3 hours				
David	- Art assets - Improve animations/art for goalie shootout	0-3 hours				