		Week	Of 1/13/2	020							
Team Mer	mber Task Names	Planned Time	Actual Time	Description	Completed?	Comments					
Everyone	- Meeting on Wednesda - 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/iteration s. 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		-ongoing	Finishing up the art work for the soccer mini- game and trying to change to mechnics 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 u	ip general style for	collections pa	age		
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 1/20/2	020							
Team Mer	mber 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					

Nick	- Falling Food polishing Brainsform game ideas		- 7 hours - 0.5 hour - 1 hour (researching fonts)	Food Minigame. - Think about minigames 4 and 5	- Ongoing - done	This week I spent the majority of my time working on the pause menu. I refactored how the pause menu is created, so it's now a global singleton, and transitions for the pause menu. I added six additional foods to the failing food game. I also was able to fix a bug in the soccer game. When the user would press the pause button it would still "kick" the soccer ball. It no longer does that. I also spent time researching fonts for the team to take a look at. Week 1/27 I will conting on the team to take a look at. Week 1/27 I will continue working on the team to take a look at. Week 1/27 I will continue working on the team to take a look at. Week 1/27 I will continue working on the team to take a look at. Week 1/27 I will continue working on the team to take a look at. Week 1/27 I will continue working on the team to take a look at. Week 1/27 I will continue working on the team to take a look at. Week			
Westen	- Goalie Shootout polishing - Brainstorm game ideas	1-4 hours 1 hour	5 hours	- Improvements to art, animations, etc. for the Goalie Shootout Minigame. - Think about minigames 4 and 5	-ongoing	-Added a soccer ball kicking sound. -added bounce to the soccer ball -changed the structure of the path2d node to include a kenetic body so that it can kenetic body so that it can -Added a post score timer to score ball for a fraction of a second after the player scores -tried to implement "flicking" gesture to kick the soccer ball since it does not seem to be possible with the current state of Godot			
Sellars	 Sound research Font consistency Brainstorm game ideas possibly help everyone with github 	1-2 hours 1-2 hours 1 hour 1 hour		 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 help teammates commit changes 					
Shane	- Stan's Snacks polishing - Brainstorm game ideas	1-4 hours 1 hour		- Improvements to art, animations, etc. for the Stan's Snacks Minigame. - Think about minigames 4 and 5	-In Progress -In Progress	-Focusing on pushing changes to GitHub and merging with other branch. -Brainstorming ideas for the two new games -Continue to polish fruit vs veg game and add additonal difficulties to the questions through new categories			
David	- Begin work on collection and tips screen - add any more documentation to the website	- 1-4 hours - 1 hour	-3 Hours Of 1/27/20	on the tips and collection screen skeleton/prototyp e/storyboard thing - add any missing documentation to the website	-In Progress -In Progress	-Began working on UI for tips and collections screen			
Team Member	Task Names	Planned Time		Description	Completed?	Comments			

Every		Work Meetings Dr Scherger Meeting Client Meeting	1-2 hours 1 hour 1 hour	(class time) 1 hour 0 hours	doing work -Meeting for talking about progress/getting answers to last weeks questions -Meeting for talking about progress/providin	 Had several meetings to talk about what still needed to be done Weekly meeting with Dr Scherger had to reschedule client meeting 				
Brook		SFX Implementation Art Tips and Collection Screens? Polish menus	- 2 hours - 2 hours - 1 hours - 1 hours	- 4 hours - 2 hours - 0 hours - 1 hour	 Help find art we 	- ongoing	Found sound effects, implemented them, and replaced most of the art assets that needed to be replaced.			
Nick		Finalize Falling Food Save system for alling food	- 1-3 hours? - 1 hour?	- 1 hour (Github)	 add any foods we want to add, polish the score screen? -implement scoring system, decide what gets saved and what score goes to how many stars if that makes sense 	- Ongoing	This week I handled merge conflicts between branches, and updated the Master branch to a current base version for the team. I didn't have the time work on finishing failing food. However, I believe Brooke replaced the basket in failing food, which was the most important thing.			
West		Finalize Goalie Shootout Save system for Goalie Shootout	- 1-3 hours? - 1 hour?	3 Hours	 Fix the art implement scoring system, decide what gets saved and what score goes to how many stars if that makes sense 	-complete	 Goalie Shoot out has been merged with the master branch The new pause menu by Nick has been added correctly Nick has been added correctly Music and art are finished Goalie Shoot out is finished 			
Sella	- - - - - - - - - - - - - 	Help everyone with github Font consistency Help everyone with save system mplementation possibly help with menus/map as the art changes (ie, moving buttons on map, exchanging some of the art, etc)	- 1 hour - 1 hour? - 2 hours - 1 hour	-2 hours	-created a save state json and implemented it	Completed				
Shan	ne .	Finalize Falling Food Save system for alling food	- 1-3 hours - 1 hour?	- 3 hours	questions, around 20-30.	- complete - complete - complete - complete				
David	1	General skeleton for lips and collection screens	- 1-4 hours	-3 Hours	-Created skeleton for tips and collection screens. Added buttons and background music.	-Complete	-Still need content for the buttons.			
				Of 2/3/20	020					
Team Every		Task Names Work Meetings Dr Scherger Meeting Client Meeting	Planned Time 1-2 hours 1 hour 1 hour	Actual Time - 2 hours - 1 hour - 1 hour	to work/discuss	Completed? - done - done - done	Comments			

	Brooke	- tips + collection content - Map 1 and Map 2 - Continue adding sound to things - sound use case?	- 2 hour - 1 hour - 1-3 hour - 1 hour	- 0 hous - 2 hour - 1 hour - 1 hour	- 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	- ongoing - ongoing - ongoing - complete	- 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/fixed on the tips and collection screen. - sound and music use cases have been added. - Other Documentation has been worked on (SDP/SRS, 2 hours)			
		 - font consistency - pause screen + sound - score/star implementation for Falling Food - goalle game/minigame 4? 	- 1-2 hours - 1 hour - 1 hour - 1 hour - 1-4 hours	- 3 - 0 - 0 - 3	- try to figure out the issue with the	- ongoing	Spent approx 3 hours working on the goalie minigame with Westen. We still need to implement timers and a few game rules of 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.			
		- goalie game/minigame 4 - score/star implementation for Goalie Shootout - use case for minigame 4	- 1-4 hours - 1 hour - 1 hour	-3 Hours	 begin work on minigame 4 add star scoring to Goalie Shootout write use-case for minigame 4 	-complete -ongoing -ongoing	-finished the soccer minigame, need help with sellars to set the stars per number of points			
	Sellars	- save implementation - score/star implementation - tutorials - Color Categories/minigame 5	- 1 hour - 1 hour - 1 hour - 1 hours	- 1 hour - 1 hour	 Implement the save system help others with saving scores/stars change tutorial character from troll to stan begin work on color category minigame 	complete				
٤	Shane	- score/star implementation for Stan's Snacks - Color Categories/minigame 5	- 1 hour - 1-4 hours		 implement star score system for stan's snacks begin work on color category minigame 	- complete - in progress				
	David	- Testing - tips and collection use cases - Update website	- 1-4 Hours -1 Hour - 1 Hour	-2 Hours	from sellars) and writeup what needs to be fixed - write tips and collection use cases	-Ongoing - Complete -Complete	-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.			
	Team Member		Planned Time	Of 2/10/20 Actual Time	Description	Completed?	Comments			
	Everyone	-Work Meetings -Dr Scherger Meeting	1-2 hours 1 hour		- Class meetings to work/discuss - progress meeting					
	Brooke	- Iipa + collection content/scenes - Map 2 - Software Requirements Documentation	- 2-3 hours -2-3 hours -1-2 hours	- 0 hours - 6 hours - 1 hour	working on	- Ongoing - done (except for polish) - ongoing	Map 2.0 took a bit of time to figure out (way longer than expected). Still needs some polishing but its basically there.			

Nick	 pause screen + sound score/star implementation for Failing Food Finish minigame 4 review Software Requirements Documentation 	- 1 hour - 1 hour - 1-4 hours - 1 hour - 1 hour	- 1hr - 0hr - 3hr - 1hr - 3 hrs (UI)	pause screen and sound - implement the star scoring for Falling Food - Begin work on minigame 4	 ongoing ongoing ongoing 	 Spent about three hours working with Westen on the goalie defender minigame. Also fixed the audio bug in the pause menu. Wrote the use case for the goalie defender minigame with Westen. Also spent about three hours on the UI. Found a bug in the Godot engine and trying to find a workaround. 						
	game/minigame 4 - score/star implementation for Goalie Shootout - use case for minigame 4	- 1 hour - 1 hour	-1 Hour -1 Hour	minigame 4 - add star scoring to Goalie Shootout - write use-case for minigame 4	-ongoing -ongoing	hours working with Nick on the Goalie Defender game. We got the base of the game set up so that the ball is kicked randomly and all of the walls/objects have been created. -Sellars is implementing the star system for the mini- games -Wrote up the use case for mini-game 4						
Sellars	- save implementation - score/star implementation - tutorials - Color Categories/minigame 5 - review Software Requirements Documentation	- 1 hour - 1 hour - 1 hour - 1-4 hours - 1 hour		- Implement the save system - help others with saving scores/stars - change tutorial character from troll to stan - begin work on color category minigame	-ongoing -ongoing	save state is imp	lemented but still	need to add stars	color game has	basic setup but st	ill needs questions	and animations
Shane	- continue work on Color Categories/minigame 5 - revise Software Requirements Documentation - help write use case for minigame 5, the Color Categories game.	- 1-4 hours - 1 hour - 30 min	- TBD - 1 hour - 30 min		 ongoing some progress some progress 							
David	- Testing - Documentation (testing) - Review Software Requirements Documentation	- 1-4 Hours - 2 Hours? - 1 hour	-2 Hours	- Test on phone (must download from sellars) and writeup what needs to be fixed - Test Case Template Documentation	-idle	-Still need iphone build / need developer liscense.						
			Of 2/18/20									
 Team Member Everyone	Task Names -Work Meetings	Planned Time 1-2 hours	Actual Time	Description - Class meetings	Completed?	Comments						
	-Dr Scherger Meeting	1 hour		to work/discuss (FRIDAY - FIGURE OUT THE STARS) - progress meeting								
Brooke	 - Tips and collection scenes - Software requirements documentation - Falling Food 2 - Meeting with Paul? 	- 2-3 hours - 1-2 hours - 1-3 hours - 1 hour?	- 1 hour - 2 hours - 1 hour	for tips and collection screens - Complete	done - ongoing - ongoing - ongoing	Very basic template for tips and collections screen is finished. Still need to implement the actual acheivement and save system. SRS documentation continues. I have some questions on some of the sections but its nearly finished. Started work on Falling Food 2.						

Nick	- Goalle Defender Game - Software requirements documentation - Falling Food level 2	- 1-4 hours -1-2 hours - 1-3 hours	- 3 hrs - 2hrs - 0hrs - 6hrs arched Godot plugir	- Finish Goalle Defender Game - Complete software requirements documentation - Start level 2 of Falling Food	- ongoing - ongoing - ongoing	Spent time working on goalle defender with Westen. Also worked on system features section of SRS- 1 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 fext 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			
Westen	- Goalie Defender Game - Software requirements documentation - Goalie Shootout 2	- 1-4 hours -1-2 hours - 1-3 hours	- 3 Hours - 1 Hour - 1 hour	- Finish Goalie Defender Game - Complete software requirements documentation - Start level 2 of Goalie Shootout	-ongoing -complete -ongoing	node for on minigame start countdowns. - 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 Defender			
Sellars	- Color Category Game - Software requirements documentation - Stans snacks 2	- 1-4 hours -1-2 hours - 1-3 hours	- 2 hours -1 hours	- Finish Color Category Game (get info from sam if needed) - Complete software requirements documentation - Start level 2 of Goalie Shootout	- done -in progress	Detender			
Shane	- Stan's Snacks Level 2 - Software requirements documentation	- 1-4 hours -1-2 hours		- Start on level 2 of Stan's Snacks (get info from sam) - Complete software requirements documentation					
David	- Testing and test documentation - Software requirements documentation	-1-4 hours -1-2 hours		- 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					
			Of 2/24/20						
Team Member Everyone	-Work Meetings	Planned Time 1-2 hours	Actual Time	Description - Class meetings	Completed?	Comments			
	-Dr Scherger Meeting	1 hour		to work/discuss					
Brooke	- Tips and collection scenes - Software requirements documentation - Falling Food 2 - Game intro screen	1 hour 1 hour 3 hours 3 hours	1 hour 1 hour 7 hours 0 hours	- 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	- ongoing - complete - complete - ongoing	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.			

	Came - Software requirements documentation - Develop themed text plugin - Develop custom coutdown node for minigames - Continue polishing UI and adding animations	- 3 hrs - 1 hrs - 2 hrs - 2 hr - 2 hrs - 2 hrs	- Ohr - O hr - 2 hrs - O hr - 8 hrs	Defender Game - Complete software requirements documentation	- ongoing - ongoing - done - ongoing - ongoing - ongoing	I spent alot of time working on the UI stuff (Text Labels, buttons, font- styles, etc) and developing the tutorial screen. I had a set back with the tutorial screen because at one point the Godot editor deleted my scene tree, so I had to start over. Also, ran into a problem with adding the scene because of how the tutorial screen to the minigame scene because of how the timers are setup in the scone because of how the timers are setup in the screen to cache minigames; I'll have to change those for each minigames; I'll have to change those for each minigames as add support to each minigames. The theme is complete aside (font-colors, etc), but we have to apply the Because of this, I'll apply the there to the minigames as deen pushed to Master.			
	 - Goalie Defender Game - Software requirements documentation - Goalie Shootout 2 	3 hours 1 hour 3 hours	-4 Hours -1 Hours -2 Hours	- Finish Goalie Defender Game - Complete software requirements documentation - Start Ievel 2 of Goalie Shootout (Adding a second defender)	-in progress -done -in progress	Ball spin in defender animation changed label from "Scored" or "Blocked" and the game now counts the number of blocket balls Can drag the goalie anywhere in the screen Edited Random kick degrees so there are no free blocks star system in added to defender added "Heart system" in defender added "Heart system" in defender added "Heart system" in defender added music to defender added score screen to defender			
5	- Color Category Game - Software requirements documentation - Map 2/Tutorial Screen Changes? - Saving for stars and collections	3 hours 1 hour 3 hours 1 hour	-1 hours - 1 hours	 Finish Color Category Game (get info from sam if needed) Complete software requirements documentation Work on game intro screen w/ Brooke potentially 	- done -in progress - done				
S	- Stan's Snacks Level 2 - Software requirements documentation	3 hours 1 hour		- Start on level 2 of Stan's Snacks (get info from sam) - Complete software requirements documentation					
	- Testing and test documentation - Software requirements documentation	1-4 hours 1 hour		- 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					
			Of 3/2/20						
	Task Names -Work Meetings	Planned Time 1-2 hours	Actual Time	Description - Class meetings	Completed?	Comments			
	-Dr Scherger Meeting	1 hour		to work/discuss					

Brooke	 Acheivement system/rewards screen Tips screen send paul video of current game 	3 hours 3 hours 1 hour 1 hour	0 hours 3 hours 0 hours 0 hours	- Work on the acheivement system/screen with sellars and displaying the	Ongoing Ongoing Ongoing Ongoing	Finished the base tips screen, also did the abstract for SRS			
	- start work on the bugs			 rewards add the tutorial information to the 		313			
				tips screen - send paul current version video as an					
				update - work on various bugs (falling food 2)					
Nick	- Add Tutorial screen to minigames - Create timer gamestart countdown node - Update map seasonal images	- 3 hrs - 1 hr - 1 hr		minigame scene. If I have time I would like to animate the tutorial screen. - Create countdown timer	- ongoing	Applied theme to original Minigames this week. Didn't have a chance to continue work on tutorial screen this week.			
				for minigame starts. This way players have a few seconds to get ready for the game to start. - Change out the images for the map screen with Brooke's updated seasonal versions.					
Westen	-Bug Fixing -Continued work on mini-games (Shootout and Defender)	- 3 Hours - 2 Hours							
Sellars	-collection screen and achievement system	-5 hours		-set up collection screen and implement achievements					
Shane	- Testing fruit vs veg games	- 1 hour - 4 hours		- Test fruit/veg game levels 1 & 2					
	Complete remaining art assets Integrate with the main branch	- 1 hour		for bugs/improveme nts. - Draw the					
				remaining graphical elements - Merge my					
				changes into the main branch, make sure there are no merge					
David	- Testing - test documentation			conflicts, etc.					
		Week	Cf 3/9/20	020					
Team Member	Task Names	Week Planned Time	Of 3/9/20 Actual Time	020 Description	Completed?	Comments			
Team Member Everyone Brooke	- Tips Screen	Planned Time 3 hours		Description Finish tips and	- Template is	Need more			
Everyone		Planned Time	Actual Time	Description Finish tips and					
Everyone Brooke Nick	- Tips Screen - SRS Poster	Planned Time 3 hours 3 hours	Actual Time	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation	- Template is done - ongoing	Need more content from			
Everyone Brooke Nick Westen Sellars	- Tips Screen - SRS Poster	Planned Time 3 hours 3 hours	Actual Time	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation	- Template is done - ongoing	Need more content from			
Everyone Brooke Nick Westen	- Tips Screen - SRS Poster	Planned Time 3 hours 3 hours 3 hours	Actual Time 3 hours	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing	- Template is done - ongoing	Need more content from			
Everyone Brooke Nick Westen Sellars Shane David	- Tips Screen - SRS Poster - Other documentation	Planned Time 3 hours 3 hours 3 hours Week	Actual Time 3 hours Of 3/16/2	Description Finish tips and collection screen (content wise) Work on SRS poster design find aut what documentation we are missing	- Template is done - ongoing - ongoing	Need more content from Nutrition for tips			
Everyone Brooke Nick Westen Sellars Shane David Team Member Everyone	- Tips Screen - SRS Poster - Other documentation	Planned Time 3 hours 3 hours 3 hours	Actual Time 3 hours Of 3/16/2 Actual Time	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing	- Template is done - ongoing - ongoing Completed?	Need more content from			
Everyone Brooke Nick Westen Sellars Shane David	- Tips Screen - SRS Poster - Other documentation	Planned Time 3 hours 3 hours 3 hours Week	Actual Time 3 hours Of 3/16/2	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing 020 Description	- Template is done - ongoing - ongoi	Need more content from Nutrition for tips			
Everyone Brooke Nick Westen Sellars Shane David Team Member Everyone	Tips Screen SRS Poster SRS Poster Other documentation Task Names Task Names Tips screen content SRS poster Bug fixes - Plaing Food Achelwement with Sellars - Plan online meetings/online work Figure out work around for TutorialScreen and	Planned Time 3 hours 3 hours 3 hours Week Planned Time - 1 hour - 3 hours - 2 hours	Actual Time 3 hours Of 3/16/2 Actual Time - 2 hours - 0 hours - 0 hours - 0 hours	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing 020 Description	- Template is done - ongoing - ongoi	Need more content from Nutrition for tips			
Everyone Brooke Nick Westen Sellars Shane David Team Member Everyone Brooke	Tips Screen SRS Poster Other documentation Task Names Task Names Task Names Tips screen content SRS poster Plain online meetings/online work Figure out work	Planned Time 3 hours 3 hours 3 hours Week Planned Time - 1 hour - 2 hours - 1 hour - 1 hour	Actual Time 3 hours Of 3/16/2 Actual Time - 2 hours - 0 hours - 0 hours - 0 hours - 0 hours - 4 hours	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing 020 Description	- Template is done - ongoing - ongo	Need more content from Nutrition for tips			
Everyone Brooke Nick Westen Sellars Shane David Team Member Everyone Brooke	Tips Screen SRS Poster SRS Poster Other documentation Task Names Task Names Tips screen content SRS poster Bug fixes - Plaing Food Achelwement with Sellars - Plan online meetings/online work Figure out work around for TutorialScreen and	Planned Time 3 hours 3 hours 3 hours Week Planned Time - 1 hour - 2 hours - 1 hour - 1 hour	Actual Time 3 hours Of 3/16/2 Actual Time - 2 hours - 0 hours - 0 hours - 0 hours - 0 hours - 4 hours	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing 020 Description	- Template is done - ongoing - ongo	Need more content from Nutrition for tips Comments Developed workaround for TutorialScreen and mingames development to conflicts. I'm waiting for minigames development to finish before applying TutorialScreen to minigames altering the flow of initialization of initigation of minigames and I want to			
Everyone Brooke Nick Westen Sellars Shane David Team Member Everyone Brooke	Tips Screen SRS Poster SRS Poster Other documentation Task Names Task Names Tips screen content SRS poster Bug fixes - Plaing Food Achelwement with Sellars - Plan online meetings/online work Figure out work around for TutorialScreen and	Planned Time 3 hours 3 hours 3 hours Week Planned Time - 1 hour - 2 hours - 1 hour - 1 hour	Actual Time 3 hours Of 3/16/2 Actual Time - 2 hours - 0 hours - 0 hours - 0 hours - 0 hours - 4 hours	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing 020 Description	- Template is done - ongoing - ongo	Need more content from Nutrition for tips Comments Commen			
Everyone Brooke Nick Westen Sellars Shane David Team Member Everyone Brooke Nick Nick	Tips Screen SRS Poster Other documentation Task Names Task Names Task Names Tips screen content SRS poster Bug fixes Falling Food Achevement with Selars Plan online meetings/online work Figure out work around for TutorialScreen and minigame timers -Goalie Defender work	Planned Time 3 hours 3 hours 3 hours 3 hours 4 hours - 1 hour	Actual Time 3 hours Of 3/16/2 Actual Time - 2 hours - 0 hours - 0 hours - 1 hours - 2 hours - 2 hours - 3 Hours	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing 020 Description	- Template is done - ongoing - ongoing - ongoing Completed? Mostly worked on content for tips screen. Also had various meetings and development. - yes - Ongoing	Need more content from Nutrition for tips Comments Comments Comments Developed workaround for TutorialScreen and minigames development to finish before applying TutorialScreen and minigames attering the flow of minigames attering the flow of minigames and I want to avoid conflicts. Im waiting for minigames defender, edited scoring system of gaalle defender, edited game smoother and more playable -Worked on			
Everyone Brooke Nick Westen Sellars Shane David Team Member Everyone Brooke Nick Nick	Tips Screen SRS Poster Other documentation Task Names Task Names Task Names Tips screen content SRS poster Bug fixes Falling Food Achevement with Selars Plan online meetings/online work Figure out work around for TutorialScreen and minigame timers -Goalie Defender work	Planned Time 3 hours 3 hours 3 hours 3 hours 4 hours - 1 hour	Actual Time 3 hours Of 3/16/2 Actual Time - 2 hours - 0 hours - 0 hours - 1 hours - 2 hours - 2 hours - 3 Hours	Description Finish tips and collection screen (content wise) Work on SRS poster design find out what documentation we are missing 020 Description	- Template is done - ongoing - ongoing - ongoing Completed? Mostly worked on content for tips screen. Also had various meetings and development. - yes - Ongoing	Need more content from Nutrition for tips Comments Comme			

David									
David		\u/ool/	Of 3/23/2	020					
Team Member Everyone	Task Names - Merge meeting	Planned Time 1-2 hours	Actual Time 2 hours	Description	Completed?	Comments			
Brooke	- SRS poster	- 2 hours	- 1 hour		In progress	We had a very			
Brooke	- Bug fixes	- 1 hour	- 1 hour		in progress	long meeting on			
	 Falling Food Acheivement with 	- 1 hour - 1 hour	 0 hours several hours 			the 29th to merge			
	Sellars	- 111001	- Several Hours			everything to			
	 Plan online meetings/online work 					prepare for our presentation on			
	meetings/online work					Wednesday			
Nick	- Apply TutorialScreen	- 3 hours	- 3 hours	- The screen that	- Complete	Each minigame			
	to Minigames - Apply Theme to	- 1 hours	- 1 hour	tells players health facts and	- Complete	now has a proper tutorial			
	remaining minigames	- 1 hours	- 1 hour -1 hour	how to play a	 Complete Complete 	screen and			
	- Apply Countdown to			mingame		coutdown to the			
	minigames - Animate			- The theme includes Font-		game start. Also the theme has			
	TutorialScreen			sizes, Font-		been applied to			
				colours, Font- styles, Button		all minigames and menus as			
				textures, and set		to my knowlege.			
				seasonal images for MapScreen		Also, had time to animate the			
				- Countdown		TutorialScreen			
				gives the player					
				about 3 seconds to prepare for the					
				game to start					
				before the minigame begins.					
Westen		-2 Hours	-3 Hours		-ongoing	-Worked with			
1 T		-2 Hours	-3 Hours		-ongoing	sellars			
						implementing achievments for			
						golaie defender,			
						Helped connect this branch to			
						the master and			
	-Goalie Defender work					fixed all of the merdge issues			
	-Goalie Shootout work					for both games.			
Sellars									
Shane	- More art - Rework positioning of								
	objects								
	 fact check content online meetings 								
David									
		\v/ook	Of 3/30/2	020					
Tanan Manahar	Taali Manaa								
Team Member Everyone	- Demo (Dr Scherger)	Planned Time 1 hour	Actual Time 1 hour	Description	Completed?	Comments			
Everyone	- Demo (Samantha and	I 1 hour	1 hour						
Brooke	- Prepare for Demo	- 1 hour	1 hour	Organize the	in progress				
	 Start organizing Documentation 	- 3 hours	3 hour	documentation and make sure					
	Doodmontation			we have drafts of					
				everything. Start editing docs.					
				Continue SRS					
				poster and make					
Nick	- Prepare for Demo			testing document					
Westen	- Prepare for Demo	- 1 Hours	-2 Hours	-Make sure the	-done				
				games were					
				ready for the demo					
Sellars	- Prepare for Demo								
Shane	- Prepare for Demo								
David	- Prepare for Demo								
		Week	Of 3/30/2	020					
Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments			
Everyone	- Demo (Dr Scherger)	1 hour	1 hour						
	- Demo (Samantha and	l 1 hour	1 hour						
Brooke	- Prepare for Demo	- 1 hour	1 hour	Organize the	in progress				
	 Start organizing Documentation 	- 3 hours	3 hour	documentation and make sure					
				we have drafts of					
				everything. Start editing docs.					
				Continue SRS					
				poster and make testing document					
Nick	- Prepare for Demo								
Westen	- Prepare for Demo	-1 Hour	-1 Hour	all bugs are listed	-done				
	-bug fixing	-2 Hours	-2 Hours	on monday.com	-ongoing				
Sellars	- Prepare for Demo								
Shane	- Prepare for Demo								
 David	- Prepare for Demo		01-1-1-1-			-			
			< Of 4/6/20						
Team Member		Planned Time	Actual Time	Description	Completed?	Comments			
Everyone	- Team meeting (docum - Scherger Meeting	1-3 hours 1 hour							
Brooke	- Scherger Meeting - Documentation	1 hour 3 hours	3 hours	Check monday	in progress	Continued to			
	- testing	1 hour	1 hour	for details	progross	edit			
	- Bug fix	3 hours	0 hours			documentation and testing			
Nick	- Update Tips Menu	- 3hrs	- 6 hrs	Redesign The	- done	Created a			
	epecto ripo monu		0.110	tips screen based		template scene			
				on feedback from		for the updated			
				client and Dr. Scherger		tips screen. I have not added			
				3		it to the game			
						yet, waiting for			
						hun fives to be			
						bug fixes to be finished before I			
						finished before I record video of			
						finished before I record video of the minigames			
						finished before I record video of the minigames for the tips screen.			
Westen	-bug fixing for goalie	- 2-3 Hours	-3 Hours	Bugs listed on	-ongoing	finished before I record video of the minigames for the tips screen. -fixed goalie			
Westen	-bug fixing for goalie shootout/defender	- 2-3 Hours	-3 Hours	Bugs listed on monday.com	-ongoing	finished before I record video of the minigames for the tips screen.			

Sellars									
Shane									
David									
		Week	Of 4/13/2	020					
Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments			
Everyone	- Team meeting (docum		/ localat mino	Description	completed.	Commonito			
,	- Scherger Meeting	1 hour							
Brooke	- Documentation	3 hours	3 hours	Check monday	in progress	Continued to			
	- testing - Bug fix	1 hour 3 hours	1 hour 0 hours	for details		edit documentation			
	- buy lix	3 Hours	Uniours			and testing			
Nick	- Documentation	- 2-3 hrs		- Work on SDP					
	- Testing on Android	- 1 hr		and Testing Plan					
				 Test the game on an actual 					
				android device					
Westen	-Bug fixing for Goalie	-2-3 Hours		Bugs listed on	-ongoing				
	shootout/defender -work on	-2 Hours		monday.com	-ongoing				
	documentation			Work on documentation					
Sellars				22 Samonadon					
Shane									
David									
- 4110	·			000					
			Of 4/20/2	020					
Team Member		Planned Time	Actual Time	Description	Completed?	Comments			
Everyone	- Team meeting (docum								
Brooke	- Scherger Meeting - Documentation	1 hour 3 hours	3 hours	Check monday	in progress	Continued to			
DIOOKE	- testing	1 hour	1 hour	for details	in progress	edit			
	- Bug fix	3 hours	0 hours			documentation			
	- Prepare presentation	3 hours	2 hours			and testing			
Nick	 Bug fixes Documentation 	- 1-3 hrs - 1-2hrs	- 6 hrs - 2hrs	Check Monday for assigned	Completed	Had cross platform issues			
	- Documentation	- 2-3 hrs	- 2 hrs	tasks		with video			
						playback			
						between Android and			
						IPhone. Took a			
						very long time			
Westen	- Bug fixes	- 1-3 hrs				to fix!			
westen	- Documentation	- 1-3 hrs - 1-2hrs							
Sellars	- Bug fixes	- 1-3 hrs							
	- Documentation	- 1-2hrs							
Shane	- Bug fixes - Documentation	- 1-3 hrs - 1-2hrs							
David	- Testing	- 1-2111S							
2000	- Documentation	- 1-2hrs							
		\v/eek	Of 4/27/2	020					
Team Member		Planned Time	Actual Time	Description	Completed?	Comments			
Everyone	 Team meeting (docum Scherger Rehersal 	 - 1-3 hours - 1 hour 							
	 Scherger Rehersal 2 	- 1 hour							
	- Class Rehearsal	- 3 hours							
Brooke	Project presentation Practice	 - 3 hours Several hours 	Several hours	Practice					
BIOOKE	- Documentation	Several Hours	Several nours	presentation as a					
	- Record and edit			group					
	Videos for final presentaion								
Nick	- Practice	- 2-3 hrs		Practice	Completed				
	- Documentation	- 2-3 hrs		presentation as a	compicted				
	- Record and edit			group					
	Videos for final presentaion								
Westen	- Practice								
	- Documentation								
Sellars	- Practice								
	- Documentation								
Sellars									

				W.A.R. Reports	5							
				Week Of 9/30/19								
Team Member Everyone	Task Names -Meeting	tanned Tin	Actual Tim		Completed? Completed	Comments						
	-Vision Documents			- work on vision document (various sections/scope)	- Completed	Additionally worked on game ideas and planned meetings. Started working with Godot to find out if thats what we should						
Brooke	-Glossary -Game Engine Research	3 hours	5 hours	 work on glossary (various sections) decide what framework or game engine we should use 	- Completed - Completed	Godot to find out if thats 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.						
NICK	-Vision Documents	5 110015	STIDUIS	work on vision document (Product overview)	- Completed - Completed - Completed	Worked on definitions of glossary. Researched Game engines, looked into						
Westen	-Glossary	2 hours	5 hours	- work on glossary (various sections)	- Completed	unity's 2d engine.						
Sellars	-Vision Documents -Glossary	2 hours	5 hours	 work on vision document (positioning) work on glossary (various sections) 	Completed Completed Completed							
Collars		2 mouro	Undarg	work of global y (various sections)	Completed	Researched interested parties within the						
	-Vision Documents -Glossary			- work on vision document (stakeholder)	- Completed - Completed	Sir Stanley foundation and stakeholders within TCU, such as						
Shane	-Vision Documents	2 hours	5 hours	work on glossary (various sections) work on vision document (intro)	- Completed - Completed	Professor Davis and TCU CS department						
David	-Glossary -Website	3 hours	5 hours		- Completed - Completed							
Team Member	Task Names		Actual Tim	Week Of 10/7/19								
Everyone	-Meeting	1 hour			Completed	Talked about mini-games too,						
	-Documentation Update -Meeting Planning			 edit vision document and glossary storyboarding 	- 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						
Brooke	-Use Cases	4 hours	4 hours	-Use Cases - Created GitHUb Team, added team members, granted	- Completed	use-cases: Map, FruitOrVeg, PlateGame. All GitHub related tasks were completed.						
	- GitHub Repository			read and write permissions to the repository and learned Git.		and also document adjustments. Failed to begin development of map screen. We needed to fet setup on Github before						
	- Review Vision Glossaryand Use Case Documents			- Added links to vision and glossary documents, made minor changes to UC01, vision, and glossary documents	- Completed	development of map screen, because we didn't have write permissions to repo.						
Nick	- Develop Map Screen	4 hours	4 hours	- Development of Map screen for prototyping.	- Completed - Completed	Development of map screen will begin week of Oct. 27th						
Westen	-Work with GodotEdit Glossary and Use cases	2 Hours	2 Hours	Do the Godot Tutorial and make changes to the Glossary and use cases.	- Completed - Completed	The Godot tutorial provided good insight on how the engine works.						
Sellars	-Develop map screen	2 Hours	2 Hours	Develop a prototype map screen that can be scaled -Add documentation for use cases, and thinking through	-Completed	Found several helpful videos and set up or	utline to begin map :	screen developr	ient			
Shane	-Work on use cases -Get familiar with Godot	2 Hours	3 40	success scenarios -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						
Sharte	-Website information updatesWork on creating	∠ nours	3 HUUIS	unu melleve	Sompleted	- valureu luidhal videos						
David	a title screen. -Review documentation.	2 Hours	2 Hours	Updated weekly war reports and added deliverables to wbpage.	-Completed							
				Week Of 10/14/19								
Team Member			Actual Time		Completed?	Comments No meeting with the client this week since						
Everyone	No group tasks this week! En - Finish up title screen	×	x	x	x	it was a short week						
	 Logo make sure everyone knows what they are doing 	- 1-3 hours - 1 hour	- 2 hour	-Finish the demo of the title screen	-complete -complete	Demo of title screen is working (kinda						
Brooke	while im gone - GitHub Repository	- N/A	- N/A	-Finish the logo for our website -Organize group (map or title screen)	-complete	sketchy) All GitHub related tasks were completed.						
	- Review Vision, Glossary,			 Granted R/W permissions to the Github project repository, and learned Git 		document adjustments, and website update. Failed to begin development of						
	and UC Docs - MapScreen Development				-complete	map screen. We needed to get setup with GitHub before development of map screen because we didn't have Write						
Nick	- Update website	4 hours	4 hours	-Development of Map screen for prototyping	-complete -incomplete	permissions to repo. Development of map screen will begin week of Oct 27th						
	-Godot research and Starting the Soccer			Work with Godot more and learn its features. Start thinking of how we would like to do the soccer minigame.	-complete	Learned how to work with RigidBodies2d in Godot and started building the scene						
Westen	Minigame MapScreen development and set up scene	2 Hours	2 Hours	thinking of how we would like to do the soccer minigame. Set up map screen with scalability and added transitions	-complete	for the soccor minigame.						
Sellars	and set up scene transitions -Created mock map screen	2-4 Hours	2 Hours	Set up map screen with scalability and added transitions from title screen	-complete							
	art -Created mini-game											
	-Researched possible workflow managers			-Used app called ProCreate to draw art assets for the game -Created an account on ClickUp, and invited group	-complete	Ultimately ended up not using ClickUp to track progress, as it was an additional						
Shane	(something similar to JIRA) Update weekly WARS and	3 Hours	3 Hours	members to join to more easily track work progress	-complete	software to learn that was time consuming						
David	maintain website. Start working on soccer mini-game.	3 Hours	2 Hourse	Updated website with weekly updates. Researched game development and started working on the soccer minigame	-completed -ongoing							
				Week Of 10/21/19								
		Planned Time	Actual Time	Description	Completed?							
						Reviewed Vision document with professor davis. Talked about what we need from g.						
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	 d. and reviewed some of their designs. Talked to business about branding/what our ideas are. 						
Literite	 Documentation editing plan meetings 	- 30 mins - 30 mins	- 30 mins - 30 mins	Continue editing docs plan various meetings	- ongoing - ongoing	Also worked on SDP (1 hour), and prototype (1 hour), Assigning minigames						
Brooke	 assign minigame tasks 	- 0 mins - 2-3 hours	- 0 mins	assign each minigame to 2 people work on plate minigame implementation	- complete - ongoing/incomplete	barely took any time. Didn't have time to work on the mini-game this week						
	- Work on map screen,	. 1 hour	. 1 hour	- nucle to the Master branch of the rene on ourser	- complete	Worked on GitHub push with Sellars. As for the Map screen, ended up testing what we had developed en for on an Antroid						
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 p - Begin development of a working map screen for the game	- complete - complete	for the Map screen, ended up testing what we had developed so far on an Android device to check for compatibility Focus on the presentation, this took up						
Nick	- GitHub - Soccer Mini Game - Presentation Prep	- 30 min - 2 hours - 2 hours	- 30 min - 0 - 2 hours	Begin development of a working map screen for the game Begin development of soccer minigame Work on powerpoint and practice for IAB meeting	- complete - incomplete - complete	for the Map screen, ended up testing what we had developed so far on an Android						
Westen	- GitHub - Soccer Mini Game - Presentation Prep - Fruit or Veg mini game - presention prep	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours	- 30 min - 0 - 2 hours - 1 hour - 2 hours	Begin development of a working map screen for the game Begin development of soccer minigame Work on powerpoint and practice for IAB meeting Begin development of soccer minigame	complete incomplete complete incomplete incomplete complete	for the Map screen, ended up testing what we had developed so far on an Android device to check for compatibility Focus on the presentation, this took up most of my time while reciting and editing the powerpoint.						
-	- GitHub - Soccer Mini Game - Presentation Prep - Fruit or Veg mini game - presention prep - map screen	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour	Begin development of a working map screen for the game Begin development of soccer mingame Work on powerpoint and practice for IAB meeting Begin development of soccer mingame Work on powerpoint and practice for IAB meeting	e - complete - incomplete - complete - incomplete - complete - complete	for the Map screen, ended up testing what we had developed so far on an Android device to check for compatibility Focus on the presentation, this took up most of my time while recting and editing the powerpoint. Basic Labeling Game created. Needs impri- Continued drawing revisions for the map		scalability still. P	repared for prese	entation and map	screen is complete	e but still needs s
Westen	- GitHub - Soccer Mini Game - Presentation Prep - Fruit or Veg mini game - presention prep - map sorcen - ant - fruit or veg mini game	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 2 hours	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 1 hour	- Begin development of a working map screen for the game - Begin development of soccer minigame - Work on powerpoint and practice for IAB meeting - Begin development of soccer minigame - Work on powerpoint and practice for IAB meeting - Work on powerpoint and status - Degin development on fut or veg minigame	e - complete - incomplete - complete - incomplete - complete - complete - complete - ongoing - ongoing	for the Map screen, ended up testing what we had developed as far on an Android device to check for compatibility Focus on the presentation, this took up most of my time while recking and editing the scheme of the scheme of the scheme of the Basic Labeling Game created. Needs impri -Continued drawing revisions for the map screen and mini game backgrounds -Did not get to much coding this week.		scalability still. P	repared for prese	entation and map	screen is complete	e but still needs s
Westen Sellars	GitHub Soccer Mini Game Presentation Prep Fruit or Veg mini game presention prep - map screen - art	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 2 hours - 1-2 hours - 1-2 hours	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 4 hours - 1 hour	- Begin development of a working map screen for the game - Begin development of scocer minigame - Work on powerpoint and practice for IAB meeting - Begin development on that or veg minigame - Update VWARS and deliverables - Update VWARS	- complete - incomplete - complete - ongoing - ongoing	for the Map screen, ended up testing what we had developed a of an on an Android device to check for compatibility Focus on the presentation. Inits took up most of my time while recting and editing the powerpoint. Basic Labeling Game created. Needs impn -Continued drawing revisions for the maps screen and mini game backgrounds		scalability still. F	repared for prese	entation and map	screen is complete	e but still needs s
Westen Sellars Shane David	GitHub Soccer Mini Game Presentation Prep Priot or Veg mini game resention prep map screen art full to veg mini game soccer mini game	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 2 hours - 1 hour - 1 - 2 hours - 1 hour - 1 - 2 hours - 2 hours - 2 hours - 1 hour - 1 - 2 hours - 2 hours - 2 hours - 1 - 2 hours - 2	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 1 hour - 4 hours - 1 hour - 3 Hours	- Begin development of a working map screen for the game - Begin development of soccer minigame - Begin development of soccer minigame - Begin development of soccer minigame - Work on powerpoint and practice for MB meeting - Work on powerpoint and practice for MB meeting - Begin development on fruit or reg minigame - Equin development on fruit or reg minigame - bigin development on soccer game Week Of 10/28/19	- complete - incomplete - complete - incomplete - complete - complete - complete - ongoing	for the Map screen, ended up testing what we had developed to lat on an Android we had developed to lat on an Android Focus on the presentation. It is took up most of my time while recting and edding the powerpoint. Basic Labeling Game created. Needs imp <i>2-continued drawing resistans</i> for the map screen and mini game backgrounds - Duch ord get to much coding this week. Also updated documentation and worked on SDP.		scalability still. P	repared for prese	entation and map	screen is complete	e but still needs s
Westen Sellars Shane David Team Member	GitHub Soccer Mini Game Presentation Prep Priot or Veg mini game resention prep map screen art full to veg mini game soccer mini game	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 2 hours - 1-2 hours - 1-2 hours	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 1 hour - 4 hours - 1 hour - 4 hours - 1 hour - 1 hour - 2 hours - 1 hour - 2 hours - 1 hour - 2 hours - 1 hour - 2 hours - 1 hour - 3 hour - 4 hours - 1 hour - 4 hours - 1 hour - 4 hours - 1 hour - 3 hours - 1 hour - 4 hours - 1 hour - 1 hour - 4 hours - 1 hour - 3 hours - 1 hour - 4 hours - 3 hours - 3 hours - 4 hours - 4 hours - 4 hours - 4 hours - 5	Elegin development of a working maip screen for the game Begin development of saccer minigame Work on powerpoint and practice for MA meeting Begin development of soccer minigame Work on powerpoint and practice for IAM meeting Usedin vorking on some art assets Elegin development on fut or veg minigame Elegin development on soccer game Update WARS and delvenable Week Of 10/28/19 Description	e - complete - incomplete - incomplete - incomplete - complete - complete - complete - ongoing - ongoing - ongoing	for the Map screen, ended up testing what we had developed to far on an Android device to check for compatibility Focus on the preventation, this took up most of my time while recting and editing the poverpoint. Basic Labeling Game created. Needs imp -Continued drawing revisions for the mag screen and mini game backgrounds -Did not get to much coding this week.		scalability still. P	repared for prese	entation and map	screen is complete	e but still needs s
Westen Sellars Shane David	Giff-lub Soccer Mini Game Presentation Prop Presentation Prop main game map screen fault or veg mini game website website Task Names	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 1-2 hours - 1-2 hours - 1-2 hours - 2 hours - 2 hours - 1 - 2 hours - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1 - 2 hours - 2 hours - 2 hours - 1 hour - 1 - 2 hours - 2 hours - 1 hour - 1 - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1 - 2 hours - 2 hour	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 1 hour - 4 hours - 1 hour - 4 hours - 1 hour - 1 hour - 2 hours - 1 hour - 2 hours - 1 hour - 2 hours - 1 hour - 2 hours - 1 hour - 3 hour - 4 hours - 1 hour - 4 hours - 1 hour - 4 hours - 1 hour - 3 hours - 1 hour - 4 hours - 1 hour - 1 hour - 4 hours - 1 hour - 3 hours - 1 hour - 4 hours - 3 hours - 3 hours - 4 hours - 4 hours - 4 hours - 4 hours - 5	Elegin development of a working mis screen for the game Begin development of succer minigame Vork on powershift and practice for MB meeting Vork on powershift and practice for MB meeting Begin development of succer minigame Vork on powershift and practice for IAB meeting Using of development of number of the meeting Using of development of the development Veck of Development of advenced be Vork of Development of advenced be Vork of Development of advenced be Veck of Devel	e - complete - incomplete - complete - complete - complete - complete - complete - complete - orgoing - ongoing - ongoing - ongoing - ongoing	For the Mag screen, ended up testing wath we had developed to be on an Android we had developed to be on an Android Focus on the presentation. Nils bok up most of my time while reading and editing the poverpoint. Basic Labeling Game created. Needs imp screen and mini game background. Continued and schedule and worked on SDP Comments Comments Continued orgoing work on the various documents. Ramed a meeting with Port		scalability still. P	repared for prese	entation and map	screen is complete	e but still needs s
Westen Sellars Shane David Team Member	Giff-lub Soccor Mini Game Presentation Prep Pruit or Veg mini game map acreen ant fut or veg mini game website website website Meeting Etit doos	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 1 - 2 hours - 3 hours	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 1 hour - 4 hours - 3 Hours Actual Time 1 hour - 30 mins	- Begin development of a working maip screen for the game - Begin development of succer minigame - Begin development of succer minigame - Work on powersoint and practice for MB meeting - Begin variang on some art asset - Degin variang	- complete - incomplete - complete - complete - complete - complete - complete - ongoing - ongoing - ongoing Completed? Complete -Ongoing Complete	for the Map screen, ended up testing wath we had developed to lar on an Android we had developed to lar on an Android Focus on the presentation. Nils look up most of my time while redning and edding the powerpoint. Basic Labeling Game created. Needs imp -Continued drawing revisions for the map -Dori not get to much coding this week. Also updated documentation and worked on SDP Continued ongoing work on the various documents. Planned a meeting with Prof documents. Plann		scalability still. P	repared for prese	intation and map	screen is complete	e but still needs s
Westen Sellars Shane David Team Member	Giff-lub Soccer Mini Game - Presentation Prep - Pruit or Veg mini game presention prep - map acreen - art - fut or veg mini game - soccer mini game Soccer mini game Meeting	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 1-2 hours - 1-2 hours - 2 hours - 2 hours - 1 hour - 1 hour - 30 mins - 30 mins	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 1 hour - 4 hours - 3 Hours - 1 hour - 4 hours - 1 hour	- Begin development of a working maip screen for the game - Begin development of succer minigame - Begin development of succer minigame - Work on powersoint and practice for MB meeting - Begin variang on some art asset - Degin variang	e - complete - incomplete - complete - complete - complete - complete - ongoing - ongoing - ongoing - ongoing - ongoing - conpleted? Completed?	for the Map screen, ended up testing what we had developed to be on a sin Annual we had developed to be on a sin Annual process on the presentation. It is not up focus on the presentation, this not up most of my time while redning and editing the powerpoint. Basic Labeling Game created. Needs impo <i>Continued</i> drawing revisions for the map screen and min game backgrounds - 20 And get the nucl coding this week Also updated documentation and worked on SDP Commants Continued ongoing work on the various Sam to go one the partotope. Only luid		scalability still. P	repared for prese	intation and map	screen is complete	e but still needs s
Westen Sellars Shane David Tearn Member Everyone	Giff-lub Soccer Mini Game Presentation Prep Pruit or Veg mini game presention prep map acreen an fut or veg mini game website soccer mini game Took Namos Meeting Edit Acca Pean mealings Plan	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 1-2 hours - 1-2 hours - 2 hours - 2 hours - 1 hour - 1 hour - 30 mins - 30 mins	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 1 hour - 4 hours - 3 Hours - 3 Hours - 30 mins - 3	- Begin development of a working maip screen for the game - Begin development of scoter minigame - Begin development of scoter minigame - Work on powerpoint and practice for MB meeting - Begin vorking on some art assets - Begin vorking on some art assets - Begin development on trut or veg minigame - Update WARS and deleverables - Deptin development on scoter game - Description Review prototype - Continue to did documentation - plan meetings with Prof David, Graphic Design - plan tereforg plan 97 mol David, Graphic Design	- complete - incomplete - complete - complete - complete - complete - ongoing - ongoing - ongoing Completed? Completed? Complete - Complete - Complete - Complete - Complete - Complete	for the Map screen, ended up testing what we had developed to lar on an Android we had developed to lar on an Android we had developed to lar on an Android more than the what here and the screen and th		scalability still. P	repared for prese	intation and map	screen is complete	e but still needs s
Westen Sellars Shane David Tearn Member Everyone	Giff-lub Soccer Mini Game Presentation Prep Pruit or Veg mini game presention prep nap accient art fut or veg mini game soccer mini game Soccer mini game Soccer mini game Soccer mini game Letit docs Plan meetings Plan meetings Plate Game	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 1-2 hours - 1-2 hours - 1-2 hours - 1-2 hours - 1-2 hours - 1 hour - 1 hour - 1 hour - 30 mins - 30	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 4 hours - 4 hours - 4 hours - 4 hours - 3 hours - 3 mins - 30 mins - 30 mins - 30 mins - 30 mins - 3 hours	Elegin development of a working maip screen for the game Begin development of scoter minigame Work on powerpoint and practice for MB meeting Work on powerpoint and practice for MB meeting Begin development of scoter minigame Segin development of scoter minigame Depth working on some art assets Depth working on some art assets Depth working on some art assets Depth development on fut or veg minigame Depth development on scoter game Depth development on scoter game Depth development on scoter game Description Review prototype Continue to did documentation plan meetings with Prof David, Graphic Design Vieck with Nick on plate game implementation	e - complete - incomplete - complete - complete - complete - complete - ongoing - ongoing - ongoing - ongoing Complete Complete -Complete -Complete -Complete -Complete -Complete -Complete -OngoingComplete -Ongo	for the Map screen, ended up testing what we had developed to far on an Android we had developed to far on an Android Process on the presentation. His hou up monet of my three while ending and edding the powerpoint. Basic Labeling Game created. Needs improved the scheme of the sch		scalability still. P	repared for prese	Intation and map	screen is complete	e but still needs s
Westen Sellars Shane David Tearn Member Everyone	Giff-lub Soccer Mini Game - Presentation Prep - Fruit or Veg mini game - Fruit or Veg mini game - mag screen - art - fruit or veg mini game - soccer mini game - Soccer mini game - Edit docs - Plan Ceelings - Read Soc Plan - P	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 1-2 hours - 1-2 hours - 2 hours - 2 hours - 1 hour - 1 hour - 30 mins - 30 mins	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 4 hours - 4 hours - 4 hours - 4 hours - 3 hours - 3 mins - 30 mins - 30 mins - 30 mins - 3 hours - 3 hour	Elegin development of a working maip screen for the game Begin development of scoter minigame Work on powerpoint and practice for MB meeting Work on powerpoint and practice for MB meeting Begin development of scoter minigame Segin development of scoter minigame Depth working on some art assets Depth working on some art assets Depth working on some art assets Depth development on fut or veg minigame Depth development on scoter game Depth development on scoter game Depth development on scoter game Description Review prototype Continue to did documentation plan meetings with Prof David, Graphic Design Vieck with Nick on plate game implementation	- complete - incomplete - complete - complete - complete - complete - ongoing - ongoing - ongoing Completed? Completed? Complete - Complete - Complete - Complete - Complete - Complete	for the Map screen, ended up testing wath we had developed to far on an Android we had developed to far on an Android Focus on the presentation. Nils took up most of my three while rectiling and edding the powerpoint. Basic Labeling Game created. Needs impr -Continued drawing revisions for the may -Dori or get to much coding this week. Also updated documentation and worked on SDP Comments Continued ongoing work on the various asteries the protopoly. Child and Same to go were the protopoly. Child asteries the protopoly. Child Same to go were the protopoly. Child We need additional at assets to update the may UL Week on Interaction Plan. Purpose, Resources, UCs, and Evaluation criteria. Also pair programmed the far and Focus pair of the game working.		scalability still. P	repared for prese	intation and map	screen is complete	e but still needs s
Westen Sellars Shane David David Team Member Everyone Brooke	Giffub Soccer Mini Game Presentation Prep Prut or Veg mini game presention prep map acreen an fut or veg mini game soccer mini game Socc	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 1 hour - 1-2 hours - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1 hour - 30 mins - 3	- 30 min - 0 - 0 - 1 hour - 1 hour - 1 hour - 4 hours - 1 hour - 4 hours - 1 hour - 4 hours - 3 hours - 3 mins - 30 m	Elegin development of a working mis screen for the game Begin development of saccer minigame Work on powerpoint and practice for MB meeting Work on powerpoint and practice for MB meeting Begin development of soccer minigame Uverk on powerpoint and practice for MB meeting Uverk on powerpoint on study and the meeting Uverk of the development of soccer minigame Uverk of the Verk of the MB meeting Uverk with Nick on plate game implementation Update the map ul Imarison plan (imawe of due date) That game implementation with Brocke Teration plan (imawe of due date)	- complete - incomplete - complete - complete - complete - complete - complete - ongoing - ongoing - ongoing - ongoing - ongoing - ongoing - complete - Complete - Complete - Complete - Complete - Complete - Ongoing(Complete - Ongoing(Co	for the Map screen, ended up testing what we had developed to list on a sin Andread we had developed to list on a sin Andread we had developed to list on a sin Andread we had developed to list on a sin Andread we had developed to list on a sin Andread we had the screen and the single screen and the single screen and mining and backgrounds - Ochritued drawing revisions for the map screen and mining are backgrounds - Ochritued drawing revisions for the map screen and mining are backgrounds - Ochritued drawing revisions for the map screen and mining are backgrounds - Ochritued drawing revisions for the map screen and mining are backgrounds - Sold of get the much coding this week. Also updated documentation and worked on SOD [®] Commants.		scalability still. P	repared for prese	intation and map	screen is complete	e but still needs s
Westen Sellars Shane David Tearn Member Everyone	Giffub Soccer Mini Game Presentation Prep Presentation Prep Pruit or Veg mini game presention prep rmap accreen art fut or veg mini game soccer mini game	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 2 hours - 3 hours - 30 mins - 30 mins	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 45 Minute - 3 Hours - 1 hour - 45 Minute - 3 Hours - 1 hour - 30 mins -	- Begin development of a working maip screen for the game - Begin development of soccer minigame - Begin development of soccer minigame - Work on powerpoint and practice for MB meeting - Begin working on some at assets - Begin working on some at assets - Begin development of soccer minigame - Update WRAS and deleverables - Degin development on trut or veg minigame - Update WRAS and deleverables - Degin development on soccer game - Description Review prototype - Continue to tail documentation - plan meeting with Prof Davis, Graphic Design - Patter and the documentation - plan meeting with Prof Davis, Graphic Design - Verk with Nick on plate game implementation - Update the map ul - Trates game implementation with Brocke - Thate game implementation	complete	for the Mag screen, ended up testing what we had developed to bit on an Android we had developed to bit on the powerpoint. The scheme and mining ane backgrounds - 20-droit we drawing revisions a developed to bit of the scheme and mining ane backgrounds - 20-droit we drawing revisions a developed to backgrounds - 20-droit we drawing revisions a developed to bit of the scheme and mining ane backgrounds - 20-droit we drawing revisions and we had scheme and main game backgrounds - 20-droit we drawing revisions and the scheme an		scalability still. P	repared for prese	intation and map	screen is complete	e but still needs s
Westen Sellars Shane David David Team Member Everyone Brooke	Giff-lub Soccer Mini Game Presentation Prep Presentation Prep Presentation Prep rung acreen att other washing soccer mini game Vask Names Meeting Meeting Plane Genia Plane Genia Plane Letation Plan Plane Letation Plan Instance Instance	- 30 min - 2 hours - 2 hours - 2 hours - 2 hours - 2 hours - 1 hour - 1-2 hours - 2 hours - 30 mins - 30 mins - 30 mins - 30 mins - 30 mins - 2 hours - 30 mins - 30 mins - 2 hours - 30 mins - 2 hours - 30 mins - 2 hours - 30 mins - 2 hours - 30 mins - 30 mins - 2 hours - 30 mins - 2 hours - 30 mins - 2 hours - 30 mins - 2 hours - 30 mins - 30 mins - 2 hours - 30 mins - 2 hours - 30 mins - 30 mins	- 30 min - 0 - 2 hours - 1 hour - 2 hours - 1 hour - 3 hours - 1 hour - 45 Minute - 3 Hours - 30 mins - 30 min	Begin development of a working mis screen for the game Begin development of saccer minigame Begin development of saccer minigame Vorkic on provemout and practice for M& meeting Vorkic on provemout on soccer game Vorkic MOR Service of Service for MAR Service Vorkic MNR Service for MAR Service for MAR Service Vorkic MNR Service for MAR Service for MAR Service Vorkic MNR Service for MAR Service Vorkice MNR Service for MAR Service Vorkice MNR Service for MAR Service Vorkice MNR Service for Mark Service Service for Jana (marker of Gene date) Farration plain (marker of Gene date) Service for Jana (- complete - incomplete - complete - complete - complete - complete - complete - ongoing - ongoing - ongoing - ongoing - ongoing - ongoing - complete - Complete - Complete - Complete - Complete - Complete - Ongoing(Complete - Ongoing(Co	for the Map screen, ended up testing what we had developed to bit on an Android we had developed to bit on an Android we had developed to bit on an Android Processon on the presentation. Nils took up more of my time while recting and editing the powerpoint. The analysis of the map screen and mini game backgrounds - 20 Android Coursents and mini game backgrounds - 20 Android Coursentation and worked on SDP Connects Continued course in the screen and the power of the map screen and mini game backgrounds - 20 Android Coursents Continued Coursents and the screen and the scr	roved UI and better			intation and map	screen is complete	e but still needs s
Westen	Giff-lub Soccer Mini Game Presentation Prep Presentation Prep Presentation Prep Presentation Prep rung accreen art fut or veg mini game vesbale soccer mini game Soccer mini game Soccer mini game Plan meetings Plan meetings Plan meetings Plante Game Plate Game Update map screen ui Plate Game Plat	 - 30 min - 2 hours - 1 hour - 1 - 2 hours - 2 hours - 1 - 2 hours - 2 hours - 1 - 2 hours - 2 hours - 1 - 2 hours - 30 mins 	- 30 min -0 -2 hours -2 hours -1 hour -2 hours -1 hour -1 hour -3 hours -1 hour -4 ctual Time -3 min -3 hours -3 hours 	- Begin development of a working misp screen for the game - Begin development of saccer minigame - Begin development of saccer minigame - Work on powerpoint and practice for MB meeting - Begin working on some at assets - Begin working - Begin working on some at assets - Begin working on some at assets - Begin working on some at assets - Begin working - Begin - Begin working - Begin -	- complete - incomplete - complete - complete - complete - complete - ongoing - ongoing - ongoing - ongoing Completed? Complete -Ongoing(Complete	for the Map screen, ended up testing what we had developed to late on an Annual we had developed to late on an Annual we had developed to late on an Annual Process on the presentation. It is not any time while recting and editing the powerpoint. The scheme and mining are backgrounds - Continued taxing true created. Needs import control only time and mining are backgrounds - Dah or ofget for backgrounds - Dah or ofget - Dah or ofget for backgrounds - Dah or ofget - Dah or o	roved UI and better			Intation and map	screen is complete	e but still needs s
Westen Sellars Sellars Shane David David Everyone Brooke Brooke	Giffub Soccer Mini Game Presentation Prep Task Names Meeting Edit docs Plan meetings Plantedings Plantedings Plantedings Plantedings Plante Game Plate	- 30 min - 2 hours - 3 hours - 1 hour - 1 hour	- 30 min - 0 - 2 hours - 2 hours - 1 hour - 2 hours - 1 hour - 4 hours - 4 hours - 3 Hours - 3 Hours - 1 hour - 3 hours - 3 ho	Begin development of a working mis screen for the game Begin development of saccer minigame Begin development of saccer minigame Vorkic on provembil and practice for M& meeting Vorkic of provembil and practice for M& meeting Vorkic Of 10/28/19 Description Review prototype Vorkic with Nick on plate game implementation Vorkic with Nick on plate game implementation Vorkic game balance Vorkic game balance Vorkic date) Vorkic date Vorkic on provembility Vorkic on game implementation vorkic on game if assets	- complete -	for the Map screen, ended up testing what we had developed to bit on an Android we had developed to bit on an Android we had developed to bit on an Android Processon on the presentation. Nils took up more of my time while recting and editing the powerpoint. The analysis of the map screen and mini game backgrounds - 20 Android Coursents and mini game backgrounds - 20 Android Coursentation and worked on SDP Connects Continued course in the screen and the power of the map screen and mini game backgrounds - 20 Android Coursents Continued Coursents and the screen and the scr	roved UI and better			intation and map	screen is complete	e but still needs s

Team Member Evervone	Task Names - Meeting	Time	Time	Description - Show progress, talk art	Completed?	Comments					
Everyone	- Meeting	- 1 nour		- Snow progress, taik an		Planned a meeting with Paul (contact from Sir Stanley Matthews Coaching Foundation), Worked on the FallingFood miniame: pair programming with Nick to					
						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 disappaering). Also started to work on getting the food to					
Brooke	Meeting Planning FallingFood minigame Iteration Plan Fix/update previous WARs	- 2 Hours - 30 mins	-8 hours 30 minutes	- Plan meeting with paul - Make food fall from the sky - Iteration plan (?) - Move WARS to new format	- complete - complete/ongoing - complete - complete	fall correctly. Have been updating the iteration plan. Updated the previous WARs and moved it to a new, easier to follow format.					
						Worked on falling food game with Brooke. Refactored falling food code, created a food node that is collideable, releases resources when not in game, and created a food spawner timer. Small edits were made to iteration plan. Also, I added					
	- FallingFood minigame - Iteration Plan	- 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	additional empty WAR 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					
Nick	- Fix/update previous WARs	- 30 mins	- 30 min	- wove www.s.to new iormat	- Complete	and is should be able to make an assets as needed, in a consistent manner. 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					
Westen	- soccer game - Iteration Plan - Fix/update previous WARs - Get art for Soccer Game	- 2 Hours - 30 mins - 30 mins - 1 Hour	- 4 Hours - 5 mins - 15 mins - 0 Hour	- Work on the scoring system for the soccor game. - Iteration plan (?) - Move WARS to new format - Find art for the Soccer Mini game or get graphic design to	- complete - complete - complete - planned	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.					
Sellars	 Fruit and Veg game Iteration Plan Fix/update previous WARs 	- 2 hours - 30 mins - 30 mins		- Work on minigame - Iteration plan (?) - Move WARS to new format	- Ongoing - Completd - Completed						
Shane	 Fruit and Veg game Iteration Plan Fix/update WARs Artwork Code Review 	- 2 Hours - 30 mins - 30 mins - 2 Hours - 1 Hour		- Work on minigame - Iteration plan (?) - Move WARS to new format - Continued work on graphics - Reviewed mini game code with Sellars	- ongoing - started - planned - ongoing - completed						
David	- soccer game - Iteration Plan - Fix/update previous WARs	- 2 Hours - 30 mins - 30 mins		- Work on the scoring system for the soccor game. - Iteration plan (?) - Move WARS to new format	- Ongoing - Completd - Completed						
		Planned	Actual	Week Of 11/11/19							
Team Member Everyone	Task Names - Meeting	Time - 1 hour	Time	Description - Skype meeting with Paul (Wednesday 2pm)	Completed? - planned	Comments Spoke to paul about his expectations for the Read Nick's WAR comments for notes	game, branding,	and our plan go	ng forward.		
	- Falling Food minigame - Tutorial screen for Falling Food - Falling Food UI	- 1 hours - 1 hour - 1 hour - 1 hour	- 3 hours - 1 hour - 0 hours	 Put the pieces of the falling food minigame together, add r work on the tutorial screen for the game as well as hook th work on the UI pieces (pause button and timer and score) 	t - Ongoing t - Ongoing	retead Nick s vow collimiters ion notes about Falling Food. We have a timer and score tracking that we can use from Wester'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					
Brooke	- Lead meeting with Paul		- 1 hour	 lead meeting between group, prof davis, and paul 	- Done	week 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.					
Nick	- Falling Food minigame - Art creation for Falling Food	- 2 hours - 2 hours	- 3 hours - 2 hours	- Further develop failing food minigame to have multiplefood types, implement game timer, and some game stat tracking for score counting - Create two more food art assets for in game use.	- ongoing - ongoing	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. The tutorial for the soccer mini game has been added with full text exclaining how					
	- Soccer minigame tutorial - Soccer minigame UI - Test fruit or veg game	- 1 hour	- 15 Min	- Work on the tutorial screen for the minigame and hook it u - Add necessary UI	- complete	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.					
Westen	- Updated Soccer Use case and Added Score Screen Use Case - Fruit or Veg minigame tutorial	- 1 hour -20min	- 3 hour - 1 hour -20 min	- test other minigame - add animations for making a goal - Add and update use cases	- complete - complete - complete	Updated information in the soccer mini- game use case as well as added a use case for the "Score Screen"					
Sellars	Fruit of Veg minigame UI Test soccer game Fruit or Veg minigame tutorial	- 1 hour - 1 hour		Work on the tutorial screen for the minigame and hook it u Add necessary UI test other minigame	- Ongoing	Researched nutritional information so we would have some possible dialog for the					
Shane	Fruit of Veg minigame UI Test soccer game	- 1 hour - 1 hour - 1 hour	- 1 hour - 1 hour .5 hour	Work on the tutorial screen for the minigame and integrate - Add necessary UI - test other minigame - Work on the tutorial screen for the minigame and hook it	- ongoing - completed - completed	tutorial scenes. 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		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						
		Planned	Actual	Week Of 11/18/19							
Team Member Everyone	Task Names - Sunday work meeting	Time	Time	Description Meet and work together on Sunday	Completed?	Comments					
	- Falling Food (more food types) - Art	- 2 hours - 1 hour	- 0 hours - 2 hours - 0 hours - 2 hours	- Add various food types for the Falling Food Minigame	- 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 piayer has caught and the amount of each category that the piayer bas caught I also					
Brooke	- Falling Food Timer - Falling Food Score tracker - Testing	- 1 hour - 1 hour - 1 hour - 1 hour	- 3 hours	- Add various tood 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 havent decided to best way to test yet but we	- Ongoing - Complete - Complete - Ongoing	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.					
	Tomas Provide A.					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 failing food minigame to use this method. Also, when I was working on the failing food timer and score tracker, I refactored the failing food					
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	score tracker, I refactored the falling food scene layout, that way there's a separation of UI from gameplay objects/cook. I also tested the game on Android, and fixed a bug relating the falling food basket being offscreen. The paused button has been					
	- Pause button	- 2 hours - 1 hour	-1 Hour	- Work on adding a pause button to the soccer dame (to he	-complete	implemented for the Soccer Mini game, as well as fixing the score screen for the soccer mini-game as well. Implemneted the new timer. Fixed all the fonts for the soccer mini- game					
Westen	- score and timer fonts - soccer art? - testing - add in timer for category	- 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 limer fonts to right size - lind better art for the soccer game - test minigames as a group 	-complete -complete - planned	Looked for soccer art -WIP Tested the entire app and its functions, will continune to do so.					
Sellars	game - score screen - testing - Add in other categories	- 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	Mainly worked on making the labeling					
Cha	questions - Make art for other categories questions - testing - Add background to Label	- 1 hour - 2 hours - 1 hour		- 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	alanaad	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.					
Shane	- Pause button - score and timer fonts - soccer art?	- 30 min - 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 		Worked on implementation of pause					
David	- testing	1001		- test minigames as a group Week Of 11/25/19	- Done	button and score screen.					

		Planned	Actual				
		Time	Time	Description	Completed?	Comments	
Everyone	- Meeting	- 1 hour	- 1 hour	- Show iteration 1 to Prof. Davis			
	- Unit tests	- 2 hous	- 0 hours	- Try the unit test package/see if it applies to our code	- Ongoing		
	 Add "Carbs" and "Proteins Art 	30 minutes	- 0 hours	 Add the carbs and protein counts to the score screen Map/Title Screen/etc 	- Done - Ongoing	Mostly foussed on cleaning up	
	- Testing			- test by playing	- Done/Ongoing	documentation and testing	
Brooke	- Documentation?			- clean up documentation from iteration 1	- Done		
	- Unit tests - Add "Carbs" and "Proteins" to FallingFood	- 2 hous		- Try the unit test package/see if it applies to our code			
	score screen	- 30 minutes		- Add the carbs and protein counts to the score screen			
Nick	- Testing - Documentation?	- 1 hour - 1 hour		 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.	
NICK	- Documentation?	- Thour		- clean up documentation from iteration 1		Looked for ways to automatically test our	
Westen	- Testing - Documentation?	- 1 hour - 1 hour	-2 Hours - 1 Hour	 test by playing clean up documentation from iteration 1 	- Ongoing -Ongoing	Looked to a hour trying to find game. Played for an hour trying to find bugs in our game. Touched up some documents.	
	- Testing	- 1 hour					
Sellars	- Documentation?	- 1 hour		- test by playing - clean up documentation from iteration 1	-ongoing	began creating use case and testing	
				 test by playing, fixed some answers to the fruit/veg game clean up documentation from iteration 1 		Found some small errors in the correct answers from the furtiley mining same, fixed them. However, sill need to talk with nutrition subsets for verification.	
	- Testing - Documentation	- 1 hour - 1 hour		 Started rolling in updated graphics to the game, may not be final art for the game, but looks more 	 In Progress Planned 	Started replacing older graphics with updated sprites and map screens, still	
Shane	- New Graphics	- 1 hour		polished for demos.	- In Progress	updated sprites and map screens, sim have to push changes to GifHub.	
						Tested soccer minini game for errors, and	
David	- Testing - Documentation	- 1 hour - 1 hour		 test by playing clean up documentation from iteration 1 	- In Progress -In Progress	added new artwork for soccer goal and goalle.	
				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	Worked on ppt and practiced presentation	
Nick	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation/add slides	- Completed	Honey on ppe and prediced presentation	
Westen	- Presentation/prep	- 1 hour	- 1 hour	Practice presentation/add sides Practice presentation/add sides	- Completed	Went through powerpoint	
Sellars	Presentation/prep Presentation/prep	- 1 hour		Practice presentation/add slides Practice presentation/add slides	- Completed	went through powerpoint	
Sellars	- Presentation/prep	- Thour	- 1 hour	- Practice presentation/add sides	- Completed	Performed rehearsal presentation, and practiced improving presenting throughout	
Shane	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation/add slides	- Completed	the week.	
David	- Presentation/prep	- 1 hour	- 1 hour	- Practice presentation	- Completed		
				Week Of 12/9/19			
			Actual				
Team Member	Task Names	Time	Time	Description	Completed?	Comments	
Everyone	- Meeting	- 1 hour		- Talk Iteration 2 with Samantha			
Brooke	- Lead meeting	- 1 hour					
Nick	- Attend meeting	- 1 hour					
Westen	- Attend meeting	- 1 hour					
vvesten Sellars	- Attend meeting - Attend meeting	- 1 nour - 1 hour					
Jendis	- Aueria meeting	- I nodf		Discuss tasks to account in the section			
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					
				Vile al. Of 12/1/-/10	·		
		Planned		Week Of 12/16/19			
				Description	Completed?	Comments	
Everyone	- Meeting	- 1 hour		- Show progress, talk art			
Brooke							
Nick							
Westen							
Sellars							
Shane							
David							

		Wee	ek Of 12/2	23/19		
 Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	- Art assets - Improve			Create art assets for games and improve the animations for Falling Food minigame		I got the flu this week so I took
	animations for			(mostly fix the		the whole week
Brooke	- Art assets - Improve animations for	0-3 hours	0 hours	basket size) Create art assets for games and improve the animations for Falling Food minigame (mostly fix the	Ongoing	off. I spent time reading Godot documentation
Nick	Art assets - Improve animations/art for goalie shootout	0-3 hours 0-3 hours	2 hours	basket size) 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.
	- Art assets					
Sellars	- Add save system/high score/stars	0-3 hours				
	- Art assets					
Shane	 add questions Art assets Improve animations/art for goalie shootout 	0-3 hours 0-3 hours				
		\w/ee	k Of 12/3	0/19		
Team Member	Task Names	Planned Time	Actual Time	Description	Completed?	Comments
Everyone	Tusk Numes	T tanned Time	Actual Hine	Description	compteted.	Comments
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.
	- Art assets - Improve animations for					Continued learning animation in
Minle	falling food	0-3 hours	2 hours		Ongoing	Godot
Nick	0			Creating art		Went through
Westen	- Art assets - Improve animations/art for goalie shootout	0-3 hours	1 Hour	assets for the soccer minigame. Improve hitboxes for the game. Change the soccer flick		the tutoiral found the previous week, did not complete art assests.
	- Art assets - Improve animations/art for goalie	0-3 hours 0-3 hours	1 Hour	assets for the soccer minigame. Improve hitboxes for the game. Change		the tutoiral found the previous week, did not complete art

		- Art assets - Improve animations/art									
	David	for goalie shootout	0-3 hours								
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								