

Production Report

Narbacular Drop

Game 450, Spring Semester 2005

Week: 12
 Weeks Remaining: 3
 Date: 04/05/2005

ACTUAL HOURS WORKED

Class Attendance:									Total Member Hours
Member Name:	Job Title:	# Hours worked to make team contribution							This wk
		Tuesday	Wednes.	Thursday	Friday	Saturday	Sunday	Monday	
Kim Swift	Producer	0	0	0	0	0	0	0	0
Jeep Barnett	Product Manager	0	0	0	0	0	0	0	0
Dave Kircher	Technical Enforcer	0	0	0	0	0	0	0	0
Garret Rickey	Designer	0	0	0	0	0	0	0	0
Total Team Hours:									0

Progress Report			
Team Overview		Current milestone: Beta, due April 5, 2005	Score
Kim Swift Producer	Objectives Last Week:	A.I. and phone interviews.	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	Achievements:	Phone interviews.	
	Objectives Next Week:	Save the world.	
	Objectives Last Week:	Track down the new crash bugs.	
Jeep Barnett Product Manager	Achievements:	...	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	Objectives Next Week:	Track down the new crash bugs.	
	Objectives Last Week:	None	
Dave Kircher Technical Enforcer	Achievements:	...	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	Objectives Next Week:	Think about physics for phy350	
	Objectives Last Week:	Clean up/add more game hints for the levels.	
Garret Rickey Designer	Achievements:	...	Kim: 3 Jeep: 3 Dave: 3 Garret: 3 Avg: 3
	Objectives Next Week:	Think about physics for phy350	
	Objectives Last Week:	Clean up/add more game hints for the levels.	