

# Weekly Report

w3 - 9/20

**Team :** Aurora

**Members :** Art Amanda Kindernay, Helen Thayer, Nikkei Ferron, Yuky Han  
Programming Daniel Collins  
Sound Adrian Burk

## Class time Meeting

The game changed from thrid person to first person. - Justin's Advice

Decided not to make a main character

Switching from Unity to Unreal Engine - Justin's

Art team started modeling

## Team Works

**Tasks** (more information on Trello)

Modeling Enemy

Background Blockout Medeling

Sketch for start screen

Weapon Modeling

Unreal Engine Browsing

## Feed and/or Problem

Adaptation time required due to Type of game engine changed.