

Report - Week 2 + Week 3 (Daniel)

Team: Avram Andrei (A6) and Daniel Rusu (A1)

I worked on:

- * Camera movement in order to make the camera move in the same time with the players
- * Sync of the players and their moves (for example when one jumps on another, make it to move in the same time with the one from the ground)
- * Solve different bugs
- * Brainstorming the process of tiles generating

Also, inside the folder builds, we have an installer for the app