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| Week Starting: | 25/10/2021 TO 29/10/2021 |
| Student Name: | Ben Stynes |

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| **Description of work completed since previous meeting** |
| Initial project setup, folder setup and base gameloop set up |

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| **Tasks to be completed this week** |
| |  |  | | --- | --- | | **1** | Take the template of the Research Document and start the introduction and research question section. | | **2** | Research question: Battle system in RPG   * Macro-level battle / Strategic battle / Turn-based (e.g., Fire Emblem, Chess Board) * Micro-level battle / One-v-one / Turn-based Battle (Persona) * Real-time / Active Time Battle (e.g., the battles in Final Fantasy VII)   Describe this in some detail in research document. | | **3** | Start with Godot tutorials. | | **4** |  | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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