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| Week Starting: | 28/02/2022 TO 04/03/2022 |
| Student Name: | Ben Stynes |

**Description of work completed since previous meeting**

**Started adjusting movement to work with isometric**

**Found a tutorial for battle system**

**Found a isometric system tutorial and been working through it**

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| **Tasks to be completed this week** |
| |  |  | | --- | --- | | **1** | **Multi-tile movement: select a target tile and the player will move step by step. The possible moves will be highlighted (blue). The possible attack targets will be highlighted (red).** | | **2** | **Add turns: create a second player. They will operate automatically using simple rules.** | | **3** | At this point we will have implemented Tactical RPG (TRPG). Switch to the second battle mode. This will be Strategy RPG (SRPG). | | **4** |  | | **5** |  | |

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| **Supervisor Comments** |
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