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| Week Starting: | 17/10/2016 TO 21/10/2016 |
| Student Name: | Caroline Percy |

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| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Revised your proposal to a “A Dynamic 2D hidden object game in Python, using Third-Party Assets”. The game will access a third-party service like Pixabay using their REST APIs. The levels will be generated dynamically from these assets. There might be a small, fixed number of puzzle mechanics. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Investigate Pygame as your framework for the game. | | **2** | Investigate “requests” as a Python library for interacting with REST APIs. | | **3** | Sign up to Pixabay. Get API key. | | **4** |  | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** |  |
| **Date** |  |

**Additional notes:**