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| Week Starting: | 00/00/2016 TO 00/00/2016 |
| Student Name: |  |

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| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Basic game working.  Retrieving background image from PixaBay.  Caching image results for 24 hours. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Game editor:  - Base level functionality: retrieve bunch of background images and object images based on keyword search  - Automatically curate “good” images based on search criteria, e.g., dimensions, transparency, image type.  - Automatically perform image processing, e.g., converting everything to grayscale, resize the object images, etc.  - Automatically suggest where to place the object images using the Python script we identified.  - Others? | | **2** | Create a drag-and-drop UI with some method of selecting background image and a palette to select between the object images. Maybe some way of searching/filtering objects. | | **3** |  | | **4** |  | | **5** |  | | **6** |  | |

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

**Additional notes:**