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

|  |
| --- |
| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Base level functionality: retrieve bunch of background images and object images based on keyword search . Showed results coming back from PixaBay.  Create a drag-and-drop UI with some method of selecting background image and a palette to select between the object images. |

|  |
| --- |
| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Game editor:  - Persisting levels: saving as JSON (with images in separate folder), load JSON into the player, playing the level  - Automatically generate silhouette?  - 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. | | **2** | Maybe some way of searching/filtering objects. | | **3** |  | | **4** |  | | **5** |  | | **6** |  | |

|  |
| --- |
| Supervisor Comments |
|  |

|  |  |
| --- | --- |
|  | **Student** |
| **Signature** |  |
| **Date** |  |

**Additional notes:**