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| Week Starting: | 9/11/2020 TO 15/11/2020 |
| Student Name: | David Whiteford |

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| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Completed animated finite state machine that handles the player states and also has the update function for the player movement and also changes the animation for the player state and update the player movement and also changes the state as the player presses different keys. Also started the tile map for the open world and added a sprite sheet for the different animations and all the tiles for the tile map |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Add the start of the tile map | | **2** | Added the start the finite state machine for the player movement and the animations. | | **3** | Created a 2d map for the tile map. The 2d array of it determines the tile that will be placed | | **4** | Added the change state for when the player presses a button and it changes the state | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** | **David Whiteford** |
| **Date** | **15/11/2020** |

**Additional notes:**