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| Week Starting: | 16/11/2020 TO 22/11/2020 |
| 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 |
| Continued the tile map from the last week. Added Switch to check the numbers from the 2d array and to then draw them the correct positions and to also make sure the correct tiles are drawn. Also added a view to the game that will follow the player and to also check whether the tiles are in the view and if they are to draw them else, they don’t draw.  Fixes the performance issues with all tiles being drawn. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Add the switch statement to the tile map to control what tile to be drawn. | | **2** | Added a tile class to manage the type of tile, its position and the draw for each tile. | | **3** | Added all the tiles to a vector and loop through the vector when tiles are drawn | | **4** | Added view to the game to follow player. | | **5** | Added a check to check whether a tile is in the view and to only render when they are. | | **6** |  | |

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

**Additional notes:**