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| Week Starting: | 1/12/2020 TO 8/12/2020 |
| 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 |
| Started the implementation of a system to generate the different dungeons in the game. The start of this only included a system that generated text that will be displayed as a debug message and will show where there are walls , floors and all the other elements in the game such as the different tiles the game has. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Started the code for the procedural generation system | | **2** | Implemented the different tiles the dungeons are made of | | **3** | Completed the add corridor function that adds corridors to the dungeon | | **4** | Added the start to the rooms to the dungeon generation class. | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** | **David Whiteford** |
| **Date** | **9/12/2020** |

**Additional notes:**