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| **DATE August 12th, 2018** |

**WEEKLY STATUS REPORT**

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| **To:** | **Sunnessa** |
| **From:** | **Drew** |
| **Period Ending:** | **August 12th, 2018** |
| **Self Assessment:** | Green, Yellow, Red |

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| **ACTIVITIES COMPLETED THIS WEEK** |

* Adjust certain level areas to make killing blobs easier
* additional blob that have a timer to disappear
* Fix the First bookshelf
* add a health variable for the player
* invulnerabilities when damaged
* UI element to track players life
* Adjust some level design elements for easier navigation
* Implement a New enemy that patrols or hovers

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| **ACTIVITIES IN PROCESS** | **NEXT ACTION** | **DUE DATE** |
| * UI element to track players life | I have a simple integer showing on the screen had issues getting the 3 images to hide upon a loss of a life. |  |

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| **ACTIVITIES TO BE STARTED NEXT WEEK** | | |
| None |  |  |

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| **ISSUES FOR IMMEDIATE ATTENTION** |
| None |