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| **DATE: July 29th, 2018** |

**WEEKLY STATUS REPORT**

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| **To:** | **Sunnessa** |
| **From:** | **Drew** |
| **Period Ending:** | **July 30th** |
| **Self Assessment:** | Green, Yellow, Red |

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| **ACTIVITIES COMPLETED THIS WEEK** |

* Reworked teleporters to be a blueprint of their own using public variables to pair them.
* Created two different enemies “The Cloud” who moves side to side creating the 2nd enemies known as “The Blob” who hop around creating chaos.
* Built a “New Test Level” to be shown at the meeting.
* Reworked the platforms to move smoothly between two points using a timeline and lerp.

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| **ACTIVITIES IN PROCESS** | **NEXT ACTION** | **DUE DATE** |
| None |  |  |

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| **ACTIVITIES TO BE STARTED NEXT WEEK** | | |
| TBA |  |  |

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