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| **DATE Aug 3rd** |

**WEEKLY STATUS REPORT**

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| **To:** | **Sunnessa** |
| **From:** | **Drew** |
| **Period Ending:** | **Aug 3rd** |
| **Self Assessment:** | Green, Yellow, Red |

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| **ACTIVITIES COMPLETED THIS WEEK** |

* Level design to be shown at the meeting.
* With assistance from Jeff got the Blob enemies jumping back and forth.
* Created the blue print for the Cloud to spawn blobs.
* Created hit and kill boxes for both enemies.
* Implemented the Death sequence for both enemies.
* Set up UI for the puzzle to show the player what has been completed.

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

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

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