**Chengdu University of Technology Oxford Brookes College**

**Project Module (CHC 6096)**

**Weekly Report Sheet**

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| STUDENT NAME: | Esther |
| STUDENT NUMBER: | 201918010201 |
| SUPERVISOR NAME: | James Blouin |
| DATE: | 2023.4.2 |
| Briefly list all the main tasks you accomplished in the week.  Allow the character to jump in the scene.  Make a start scene with start and exit button.  Make a pop menu with three button(back to game; restart the game; exit the game) called by esc button. | |
| Briefly state all the challenges you encountered in the week.  The camera following the game character was a little more complicated than I expected, so it wasn't done | |
| Briefly Plan out the agenda for next week.  Make a game clearing interface.  The death and resurrection of the character after they fall.  The camera follows the game character.  Than I think the game version 1 will almost complete. | |
| SUPERVISOR SIGNATURE: |  |