**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: | 2023.4.9 |
| Briefly list all the main tasks you accomplished in the week.  An end point was made where the player could be detected when they reached the end point and prompted to finish.  Players who fall behind can be revived at the starting point.  The camera follows the game character.  Change the sky box for the game in Unity.  Version 1.0 is complete and packaged, ready to send the game to friends for testing. | |
| Briefly state all the challenges you encountered in the week.  The object textures in the game are different from those in the modeling software.  The jump distance needs to be adjusted.  Jump animation cannot play while jumping.  Could not solve the problem of player rotation. | |
| Briefly Plan out the agenda for next week.  Continue to fix the player rotation problem.  Optimize the jump section.  Start to write the final report and other file. | |
| SUPERVISOR SIGNATURE: |  |