Weekly Supervisor Meeting

Complete and submit via the relevant link on Learning Zone

1. Project Title: **Vegistation – Final Year Project**

2. Supervisor: **Artur Machura**

3. Objectives for Period (max 100 words): **Showcase current work completed**

4. Summary of Progress for Period (max 200 words):

* **Progress on GDD and TDD.**
* **Art concept for character design is done and added to GDD**
* **Game Mechanic diagrams completed**

5. Problem Areas and Suggested Solutions (max 100 words):

* **Need to make a scale of the level so that I can visualise how big I want to make the building**
* **Adding references to the diagrams within my Git folder**

6. Objectives, Deliverables & Plan for Next Period (max 100 words):

* **Create a blueprint map of full-scale map**
* **Create a blueprint map of prototype scale of how much I wish to achieve**

7. Comments (if any, max. 200 words):

* **Create my level within Unreal so I can visualise how big my building should be to scale for the average human height**
* **Add my character images to the Git repository in a folder so I can reference back to them in case of loose of document**
* **Adding my mechanic diagrams as a PNG or HTML file to the Git hub to reference back to them in case of loss of work.**

8. Date of the Meeting: **29/04/2025**

9. Date of next Meeting: **TBD**