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): **Show casing prototype**

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

* **Blocked out Level in Unreal Engine**
* **Shown updated blueprint**

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

* **Double check scaling in unreal**
* **Separate rooms apart instead of being one structure**
* **Remember to include some sculpting and texture painting**

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

* **Start modelling assets for rooms and adding them to Unreal Engine project**

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

* **Begin modelling**

8. Date of the Meeting: **12/05/2025**

9. Date of next Meeting: **20/05/2025**