Computer Games Development CW208
Project Meeting Notes Year IV

Week Starting:	01/10/2019 TO
Student Name:	Greg Cahill

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
Completed milestone presentation, and laid out a plan as discussed with lecturers

Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

1	Implement delay based code
2	Implement rollback based code
3	Compare the two and see how they work in regards to each other.
4	Make a crude game to demonstrate it in action.
5	
6	

Supervisor Comments

Signature	**Student**
	Greg Cahill

Date	02/04/2020

Additional notes: