**Report Diary:**

**Report 1:** We have come up with the idea. It is a 3D platformer based in the distant future Japan.

**Report 2:** We have agreed on a story for the character. Form this we have created a story board form which the base assets and level ideas have been listed. We have also decided on the movement options for the character and that it will be first person.

**Report 3:** Will has created some basic drawn designs, for the assets levels and character. From this Ibby has created a basic 3D model for the enemy (chaser). This he is going to develop. Lewis has inputted ideas.

**Report 4:** Ibby has refined the enemy 3D model and created a basic character for the player. He has also created movement and attack animations for them. Will has also instructed Ibby in how to change the model to be improved. Lewis has inputted ideas.

**Report 5**: We all now have GitHub accounts and are attached to the project as well as Trello accounts. Will and Lewis have had difficulty with unreal and visual studio. Ibby has helped them and continued to refine the designs, as well as create attest level(s) for the character. Will has also started to write pseudocode.

**Report 6:** we all now have the project, unreal and visual studio. Combat has been adder in to the game and the movement has almost been finalized. Different test levels have been created. The basic Pseudo code has been completed by Will.

**Repot 7:** The movement is completed. All that is left to do is to finish the combat. Lewis has done the double jump version which the animation needs to be finalized for. Due to issues will can’t do unreal and visual studio. Due to this he is focusing on pseudo code and design for the levels and the level assets. Ibby has also debugged the code.