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| Week Starting: | 01/12/2022 TO 08/12/2022 |
| Student Name: | Izabela Zelek |

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| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Plants now grow fruit in the final growth stage  Harvested plants can be sold in shop  Player now has to sleep every night  If player fails to sleep, they pass out  Blinking animation when falling asleep  New model for NPC shop and house  Shop now has opening and closing hours  Animation for shop closing and opening |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Redesign world | | **2** | Add boundary around world | | **3** |  | | **4** |  | | **5** |  | | **6** |  | |

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| Supervisor Comments |
| Research Steering Behaviours by Craig Reynolds for NPC movement |

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|  | **Student** |
| **Signature** | **Izabela Zelek** |
| **Date** | 08/12/2022 |

**Additional notes:**