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| Week Starting: | 26/01/2023 TO 02/02/2023 |
| 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 |
| Added capsule in front of level editor which stops the player movements and rotation  Ray changes when player enters level editor from a teleportation ray to a map selection ray |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | NPC Wander Behaviour | | **2** | A way to show the rotation of objects in the level editor | | **3** |  | | **4** |  | | **5** |  | | **6** |  | |

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| Supervisor Comments |
| Show rotation gizmo when rotating objects in level editor  Research Steering Behaviours by Craig Reynolds |

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|  | **Student** |
| **Signature** | **Izabela Zelek** |
| **Date** | 02/02/2023 |

**Additional notes:**