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| Week Starting: | 23/02/2023 TO 02/03/2023 |
| 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 |
| Wander behaviour has been refactored and upgraded  Added a path following behaviour to the NPCs based on Craig Reynolds implementation  Added ability to place NPCs through Level Editor |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Add ability for NPCs to loiter around some areas before walking off | | **2** | Upgrade NPC Placing in Level Editor | | **3** | Ability to assign paths to placed NPCs | | **4** | Add Object Avoidance behaviour to NPCs | | **5** | Add ability to create and save custom paths | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** | **Izabela Zelek** |
| **Date** | 02/03/2023 |

**Additional notes:**