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| Week Starting: | 02/03/2023 TO 09/03/2023 |
| 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 |
| Changed river model to be less square  Added option for some cells in a path to contain loiter amount so NPCs loiter around before moving on  Upgraded NPC placing in Level Editor  Paths can now be assign to placed NPCs through Level Editor  Added Object Avoidance behaviour to NPCs so that they avoid objects in front of them  Added ability to create and store custom paths |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | NPCs head to closest point of the path | | **2** | Custom paths can be deleted | | **3** | Custom paths should be able to be loaded in | | **4** | Hover NPC above map when placing | | **5** | Editing custom paths before saving | | **6** |  | |

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| Supervisor Comments |
| NPCs should not head to start of path, but should find the closest point of the path  Add a little NPC which hovers over the map when you’re placing NPCs |

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|  | **Student** |
| **Signature** | **Izabela Zelek** |
| **Date** | 09/03/2023 |

**Additional notes:**