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| Week Starting: | 09/03/2023 TO 16/03/2023 |
| 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 |
| NPCs now find the closest point of a path and head towards that instead of heading towards start of path  Custom paths can now be loaded and deleted  A small NPC hovers over map while placing NPCs  Paths can be edited before saving |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Ability to leave level editor through button on map editor | | **2** | Player does not need to sleep while in Level Editor | | **3** | Days don’t progress when in Level Editor but night/day cycle still does | | **4** | Setting a custom loiter amount | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** | **Izabela Zelek** |
| **Date** | 16/03/2023 |

**Additional notes:**