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| Week Starting: | 16/03/2023 TO 23/03/2023 |
| 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 |
| A button is now displayed on the Level Editor which allows player to leave the editor  Days don’t increment when in Level Editor but day/night cycle still continues  When creating custom paths, a custom loiter amount can be added |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Fix fidgety object avoidance | | **2** | Change path saving to save to database | | **3** | Game world redesign | | **4** | Add vehicles driving around | | **5** | Vehicle path following | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** | **Izabela Zelek** |
| **Date** | 23/03/2023 |

**Additional notes:**