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| Week Starting: | 23/03/2023 TO 30/03/2023 |
| 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 |
| Object avoidance now has a short distance so that NPC only avoids objects right in front  Paths now save to database when saving custom paths  Game world has been redesigned to better follow real world town designs  Vehicles now spawn at each town exit |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | More decorations around game world | | **2** | Traffic Light system | | **3** | NPCs have schedules | | **4** | Vehicles can park | | **5** | Animal shop | | **6** | Resource Collecting | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** | **Izabela Zelek** |
| **Date** | 30/03/2023 |

**Additional notes:**