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| Week Starting: | 30/03/2023 TO 14/04/2023 |
| 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 |
| Added decorations around game world  Vehicles now follow a traffic light system  Traffic lights light up green and red  Civilian NPC have wake up and sleep hours  Shopkeepers head to shop for 7am and return home at 5pm  NPCs can enter the NPC only shops  Vehicles can park  Visitors exit out of parked cars and walk around  NPCs will stop for a chat with each other sometimes  New Grass spawns in each morning  New shop to purchase animals  Models for animal housing  Added ability to chop trees and sell the logs |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Documentation | | **2** |  | | **3** |  | | **4** |  | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** | **Izabela Zelek** |
| **Date** | 14/04/2023 |

**Additional notes:**