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| Week Starting: | 01/04/2019 TO 05/04/2019 |
| Student Name: | James Condon |

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| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Added AI tags for all the AI characters in the Run All option. Compare Option displays All AI Characters.  Traditional Al now inherits from Enemy.h  Scoring now updates for all the game characters including the player.  Game characters now spawn at a random position from a vector of loaded spawn points.  Demo and Game fully resetting. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Calculate Total Rotations to measure against other AI characters. | | **2** | Create a Release Build. | | **3** | Finish All characters and inspect for remaining bugs. | | **4** | Display all data in graphs for Thursday using Excel and Dear ImGui. | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** |  |
| **Date** |  |

**Additional notes:**