**9**

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| Week Starting: | 19/11/2018 TO 23/11/2018 |
| 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 |
| Decided to use SFML instead of SDL.  Scrapped SDL implementation.  Finished Game World and Physical World sections of the GDD. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Create in starter Kit in SFML. | | **2** | Implement Pursue behaviour | | **3** | Decide what will be used to load game assets | | **4** | Continue working on the GDD. | | **5** |  | | **6** |  | |

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

**Additional notes:**