

Jason Bauer

## Progress 11 Documentation

This week's progress was on phone testing and optimization. Turns out, the phone doesn't like to keep up a good framerate when slightly zoomed out so there is a bug to fix eventually, also the camera has a tendency to want to rotate on the phone even when not pressing. This might be from the on hover method not correctly going into the phone or something, but some adjustments have been made because of it. Going forward, is still more work on the phone version, maybe have view clipping to up the framerate a touch more, or a "fog" but between that and terrain type, the game is looking good.