

Project Game Design

Weekly REPORT

Goals for the week:

- Finishing the technical specification
- Practising the Oral

April 11th

Accomplishments:

- Karine

Observations:

- Dimopoulos tested our game once again: he said that it was a good game, but he advised us to make the contact with the enemy deadly and rework the double jump.

- The problem of the executable wasn't related to the number of actors, but of the files and folders location.

Problems:

- This week-end we had some trouble to create an executable

April 13th

Accomplishments:

- Karine m
-

Observations:

- Thomas

Problems:

-Karine