FYP Interim Report 2023-2024  (2 page limit)   
A4 12 point single spaced Times font (or equivalent).   
Name:   
Student Number:     
Project Title:    
Supervisor:    
ECTS Credits: 5, 10, 15 (delete as appropriate)   
  
1) Overall Project Objectives.   
  
2) Description of work completed.   
  
2.1) Evidence of work completed. (delivered outputs, number of lines of code, Class Diagram or similar)   
  
3) Outline of future work. NOTE: Additional Evidence Appendix - You may include additional “Evidence of Work Completed”, (e.g. listings, literature references, figures and screenshots) as an Appendix – this does not count to the page limit.

As an aspiring video game developer, I will do my best to create a plugin that I myself will want to use to create my future games, this way I also believe that I can create a something that other people can use and not just me.

One of the first major issues I encountered during the plugin development, was that the CTRL+Z and CTRL+Y commands (undo, redo) did not work as intended. One of the bugs, for example, when adding a box through the plugin, and then pressing CTRL+Z to undo the box, Godot instead would undo the last action you did in the Godot editor, prior to any actions in plugin. This was quite an irritating behaviour, so it was the first issue I decided to tackle and develop the correct behaviour between plugin and Godot editor.  
  
Previously, I learned how to implement Memento and Command patterns to achieve undo/redo functionality in my C# projects. These complex design patterns were not necessary for JDScript code in my plugin script, and instead, I could simply use Godot’s “get\_undo\_redo()” object, and then utilize the objects methods, such as “.create\_action”.