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| Week 5 | 11/03/2019 | Notes |
| What was achieved this week. | 1. Baby dragons are implemented as well as a point system within the game 2. The game has been implemented with the slinky dog and the background now scrolls 3. Appraisal Table done by Lydia | Spring of the slinky dog dose not show up yet, however still to discuss if this will be a feature or not.  Back ground to be put in was made by dave  Appraisal table will be used by all of us in the same format. |
| What we want to achieve next week.  FINAL WEEK AIMS. | 1. Game background and original images all implemented 2. Power point made and ready to demo. 3. Menu working and main game working together as one 4. All members need to do Appraisal 5. Final game tested and cognitive walk through done (one last one) |  |
| Tasks for each individual. | * Dave – Implemented game design i.e. background and gif * Lydia – Power Point, progress report cognitive walkthrough for final product * Shalini – Game intro and menu added together for final product * Wyan – updating the technical documentation * Max – Combination of code on master branch * Andres – Shaper! |  |
| Self-Grading After this week. | * No grading as final week demo is taking place. |  |