PROJECT LOG

1. Student's Name :Matthew Barby
2. 2.KU Number : K11047543.
3. Supervisor's Name:Hope Caton

4. Project Title: Dungeon crawl – the magic stone

5. Period covered :   November 2013 – December 2nd 2013

6. Work done during the current period:
   • Created the base classes for objects in the game (player, enemy, item etc.)
   • Player and enemy movement
   • Attacking (both player attacking enemies and enemies attacking the player)
   • Code for sprite animation (code complete, however not implemented due to not having the sprite sheets)
   • Code for room and enemy creation
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7. Key accomplishments to date:
   • Basic I/o for the game
   • Basic combat and moment

8. Medium term objectives :
   • Complete the inventory system
   • Add gui elements
9. Other comments:
        Currently, I am a little behind schedule. This is due to some personal problems, however, there will be no other problems going forward and in the periods were I could work, progress has been much faster than anticipated.

BSc (Hons) Degree title here
School of Computing and Information Systems
Games Projects 2012-2013

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1. Student's Name :   **2.** KU Number :

3. Supervisor's Name:

4. Project Title:

5. Period covered: from   /   / 201_   to   /   / 201_ .

6. Work done during the current period:

7. Key accomplishments to date:

8. Medium term objectives :

9. Other comments: