This week I have been working on both assignments for both modules like im sure everyone else has been doing. Because of that I haven’t got much I can show , but I will show what I can.

I refined my user stories

Old User stories

A screenshot of a computer screen

AI-generated content may be incorrect.

New:

A screenshot of a computer screen

AI-generated content may be incorrect.

I completed my fallout scene for AS1:

A can of soda on a tile surface

AI-generated content may be incorrect.

Ignore the watermark lol

Engaging with the industry wise I have found 2 new events that are coming up soon that I believe you can access online , so I will be attending these calls because I really like Prague, and I am interested in what they have going on game industry wise because I wouldn’t mind moving there

Anyway these 2 events - <https://hipther.com/events/prague/>

<https://www.nvidia.com/gtc/>

I have digital Plymouth coming up this week which im looking forward too and I think a lot of u guys are coming based off last weeks post so that will be fun. Yeh that’s about it from me this week, very busy but productive week.