

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	01/11/2021 TO 8/11/2021
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting

Started writing up the Research Document Introduction & started working on a convex shape class for the box2D prototype. Setup a basic convex shape class (rectangle only) that supports movement and rotation of the shape.

Identified two sources for the literature review. one simple source (box2d reference, similar game) & one academic source (chapter of a book, thesis).

Filled out the research question section of the project introduction.

Tasks to be completed this week

1	Summarize at least one of your identified sources and add to the literature review.
2	Experiment with the SDL/Box2D prototype to get the basics of a level editor working
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Supervisor Comments

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