Computer Games Development CW208
Project Meeting Notes Year IV

Week Starting:	18/10/2021 TO 24/10/2021
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting

Setup a prototype SDL project with box2D.

Tasks to be completed this week

1	Come up with an end goal for the project (research question) - Example: Create an Angry-Birds type level editor with intelligence? The level editor will give real-time feedback to the level creator as to how easy or hard the level might be. It could also show possible solutions, the difficulty rating (stars), etc.
2	Start filling out the introduction section of the research document
3	Identify two sources for the literature review. Simple source: similar game, blog post, Box2D reference. Academic source: paper, thesis, book chapter, etc. that describes intelligent level editors.
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Supervisor Comments