

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	22/11/2021 TO 29/11/2021
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting
Writing up a summary of the second academic paper and began work on a very rudimentary level editor.

Tasks to be completed this week

1	Finish summarizing the academic paper: Simulating Human Game Play for Level Difficulty Estimation with Convolutional Neural Networks by Phillip Eisen.
2	Create a prototype level editor. will have a tray containing default shapes (square, rectangle). should be able to rotate these shapes in place too. able to play/pause the simulation.
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Supervisor Comments

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