

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	6/12/2021 TO 13/12/2021
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting
Finished writing up summary for second thesis.

Tasks to be completed this week

1	Implement ability to place targets and player position components in the level editor.
2	Change how the rotations work, currently not very accurate.
3	Implement a basic saving/loading system for the levels. Store the initial data for the shapes. when the level stops playing the simulation, restore the boxes to their initial state.
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Supervisor Comments