

# Computer Games Development CW208

## Project Meeting Notes Year IV

Week Starting:	13/12/2021 TO 17/01/2022
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting
Implemented a working prototype for the difficulty estimation system and added a basic save/load level system.

Tasks to be completed this week
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1	Start working on the ability to edit shapes (rotate, move, add more vertices, etc.).
2	Change how the rotations work, currently not very accurate.
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5	
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Supervisor Comments