

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	11/04/2022 TO 18/04/2022
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting

This week, I focused on finishing off my difficulty estimation and cleaning up the code base. I essentially got my difficulty estimation software working as intended and I also added the ability to give a name to a file when saving. Loading is also fully implemented and features a list of levels, grabbed from a certain directory for the user to load. I also moved the difficulty estimation software into a separate program that runs independently of the main game. Instead of textures, I added colours to each shape based on it's type.

Tasks to be completed this week

1	Finish up on the documentation.
2	Start working on the ability to edit shapes (rotate, move, add more vertices, etc.).
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Supervisor Comments

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