

Computer Games Development CW208

Project Meeting Notes Year IV

| | |
|----------------|-------------------------|
| Week Starting: | 8/11/2021 TO 15/11/2021 |
| Student Name: | Michal Krzyzanowski |

Description of work completed since previous meeting

Starting working on the level editor, setup pausing/playing the physics simulation. I also started reading through one of the papers. I didn't work much on this project this week unfortunately, I was focusing on other projects that had to be done.

Tasks to be completed this week

| | |
|---|--|
| 1 | Summarize at least one of your identified sources and add to the literature review: https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=8030128 . In particular, could we produce a similar visualisation of level difficulty for your level editor? |
| 2 | Experiment with the SDL/Box2D prototype to get the basics of a level editor working |
| 3 | |
| 4 | |
| 5 | |
| 6 | |

Supervisor Comments

| |
|--|
| |
|--|

Computer Games Development CW208

Project Meeting Notes Year IV