**COMP08092 Level Design**

**Weekly Progress Report**

**Week Number: 11 Week Commencing: 18/03/2019**

**Team Name/Number: JK+KL**

**Team Members: JK+KL**

**Project Status**: Green

**Work completed since previous progress report:**

Base level geometry complete.

**Work to do:**

Scale each Dacia car by 1.5x

Initial implementation of programmatic elements.

Set up Inventory for player  
Implement flashlight

Add colliders to cars

Set up afternoon, twilight and night scenes (skyboxes, clouds, global illumination)

Gameplay colliders (funnelling)

**Problems/Issues Encountered:**

Light baking takes ages, and the GI Cache is stored locally (and outside project folders).

**\*Green**=On schedule, no problems encountered

**Amber**=Some problems or issues have been encountered and dealt with. The project plan may need to be updated.

**Red**=Project stalled. Immediate action is required to get it back on track. If your project status is red you must contact your Lecturer to arrange an urgent meeting to discuss corrective action.