

## Computer Games Development CW208

### Project Meeting Notes Year IV

Week Starting:	25/11/2022 TO 01 /12/2022
Student Name:	Patrick Donnelly

#### Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

- Setup a GitHub repo. Created a project board. You've populated it with issues (backlog).
- Started coding the grid, wall placement, and mouse input.

#### Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Start Create Player issue.
2	Start Check Collision issue.
3	Start Check Room Validity issue.
4	Report Doc: fill out the Introduction
5	Report Doc: Literature Review: identify two relevant sources (articles, book chapters, blog posts); related to no-code or low-code game editors. Read, summarise and write-up in your lit. review.
6	Create a grid that can be resized

#### Supervisor Comments

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	<b>Student</b>
<b>Signature</b>	

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Date	

**Additional notes:**

**Links to Git commits:**

**November 25th:**

**[Added a tile class. Added a grid class that uses a vector of tiles to...](#)**

**... construct the grid. The grid is dynamic so the user can change the grid size during run time to create larger or smaller rooms. Can change tile colours to place walls and flooring, will be sprites and states later**