# Week <#> Summary

## Work Completed Last Week

Started a unity project in 3d and created a few scenes which will be used for different menus. The different scenes I have created are main menu, open world, scoreboard and settings.

Currently only the main menu has working scripts so you can click a button to open one of the other scenes, and the quit button closes the game or if in unity editor it exits the play mode.

Connected my unity files to GitHub for ease of use between different machines E.g. In class computer, desktop at home and laptop access.

I have imported a movement package that contains both first and third-person movement so I can decide on which I prefer the game to be in and maybe try merge both.

## Next Week’s Objectives

I plan to move the movement system into my open world scene.

My next week objectives are to create a test scene and try find some 3d models or objects to use for the game for trying out different ideas and ways of moving.

I also plan to create a game management script that will handle world events like timers and checking if the player is within the safe area, then test to make sure it works before moving on to climbing walls.

## Challenges

I did not like the movement/controls system so I’m trying to find another solution because movement for my game is the one of the most important parts of it.