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| Week Starting: | 00/00/2016 TO 00/00/2016 |
| Student Name: |  |

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| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Code  - Finished Menu. Create and Play buttons. Options button.  - Re-wroteCell and Grid classes. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Literature review: identify two articles/book chapters/blog posts, summarise them. | | **2** | Multiple brush types. | | **3** | “Multiple stages” to level design:  - Early stages: wall placement, high-level level design, “rough tools”  - Later stages: fine tuning, effects, minor points  The level designer can progress between the stages, but ideally one starts with the early stages and moves to the later ones. Different tools are available on each stage. Each stage could focus on one aspect of the game. | | **4** |  | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** |  |
| **Date** |  |

**Additional notes:**