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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 |
| Finished refactoring wall placement; added a player object (green rectangle) with WASD movement, momentum, friction; zooming, panning, test level function: use the player to explore the map you just created. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Make toolbar fixed (don’t zoom). | | **2** | Customisation: sprites, textures, backgrounds that can be applied to walls, player, ground. Curated set. | | **3** | Gameplay: enemies, spawn points, parameterised, weapon. | | **4** |  | | **5** |  | | **6** |  | |

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

**Additional notes:**