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

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| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Customisation around walls and enemy spawners.  Added a gun to the player. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | Replace static images (player and enemies) with spritesheets | | **2** | Collision handler | | **3** | We need to identify a feature with some technical depth? E.g., multiple enemy behaviours, goal/sub-goal level design, etc. | | **4** |  | | **5** |  | | **6** |  | |

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

**Additional notes:**