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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 |
| Goal/sub-goal level design:  - Game designer choose between a palette of high-level goals for the level: get to a particular point, achieve a particular score, killing a particular enemy  - But to achieve that there is a list of sub-goals: collect sufficient coins, collect keys, discover a hidden items, etc. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
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| Supervisor Comments |
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|  | **Student** |
| **Signature** |  |
| **Date** |  |

**Additional notes:**