**BSC in IT for Business 2018/19**

**Progress Report for Group Project – to be submitted weekly to supervisor**

Today’s Date 25/10/2019

Progress Report for Week Commencing:

   From    21st To 27th Oct

Student Name: Sinead Howard.

Project Group: Kingdom Quest

Supervisor: Deirdre O’Donovan

Details of work completed this week:

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| Added armature to the enemy |
| Animated the enemy to bounce |
| Fixed the problems with the enemy from last week |
| Made a fireplace asset |
| Made a table asset |

Any Problems Encountered:

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| adding a fire animation to the fireplace is proving difficult to make look realistic enough |
| The enemy continued to crash with the soft body physics so removed them and added cloth physics instead. The cloth physics did not lag however we decided to remove the physics modifiers and see if we could animate a bounce instead |
| Had to remove the rigging that allowed the eyes to move so I could attach the eyes to the body. Attaching to the body still didn’t make the eyes attach so I had to parent them to the armature |

No of Group Meetings held this week:

No of Meetings: 3

Contribution to Group Work this week:

(ie Maximum of 33% for group of 3)

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| Contribution (33% full contribution): |
| 33% |
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