Progress Report n°3 Date : 03/06/2015

Work Accomplished :

I modeled shield, mage’s hat and knight’s helmet, and I start looking on how create the game menu and the user interface

Challenges Encountered :

Implements the background images, because I had problem with Visual Studio to search the right .cpp files

Solutions Explored :

Time, a lot of time to search the files …

Goals :

Finish all the graphics (there’s still images to do … I’m late). And improve the Character Selection Panel (I’ve got an idea of a « shop » which allows the user to customize his character, but it’s kind of complex to implement)

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