# Weekly report

## Wallace Coleman:

This week I worked on level specific controls and win conditions, and I worked on the tutorial. I made it so the start button takes you to the level after the last level you beat. If you haven’t played any yet it takes you to a tutorial. I also made specific things clickable within a level (such as a continue button) with their own code to execute.

## Jenna Schott:

This week I worked on adding additional objects to our levels. Allen got some models together that appear modern, but have relatively simple shapes so that we could implement physijs to them without too much difficulty. However, there are still many steps to create these objects. I added a desk which will be used in Level 2 to “hide” the hidden exit, and changed the color of the exit so it’s not impossible for the player to see. The lamp is currently placed on the desk, but I still may save it for another level. I have also added an office chair that I am not done yet. By next week, I plan to have the majority of Level 2 complete with objects placed in them and working correctly. Textures are currently not present, but this is less of a priority at this point.

## Allen Kubinski

This week I got caught up with how the code works now after working on level designs for so long. I worked a bit on how to get physics on the living room objects, and on different level designs since we can’t quite get objects to fit in others. The game plan is to now start working on the final level, since after we get Level 2 and the final level done, we can fill in levels as time permits instead of running out of time at the end.