

Fourth Sprint - Jonathan Svantesson

This week I have unfortunately been sick the entire week, which has impacted the amount of work I have done. I have slightly been trying different possibilities to how the fish should be brought up with the hook. To start I have simply made the fish go vertical then make it move in the same way as the hook. The fish-object basically copies the coordinates of the hook.

My goal for this week was to look more at the GUI and that sort of possibilities but more work was needed to the other aspects of the game and therefore I focused on that instead.

For the next week I want to, first and foremost, finish the mechanics of the hook and then basically just try to finish up the game as much as I can.