Link to your/teams github branch, where you have done your work

https://github.com/INN-DGE/GEA2025/tree/awh

What has been done

- Textures
- Multiple texture support (one per render component)
- Text
- Sprite (with sprite sheet animation support)
- Terrain
- Pong and flappy bird demos
- QtMultimedia sound system

What is ok, fun, easy, great

It was all fun if a bit like redoing old work

What is hard, boring, confusing

It was hard figuring out textures again but now that is finally done.

What can be challenges going forward

Will try to implement skeletal animation and make a demo of the final game.

Will also implement the RPG Riad talked about. Technically, both things would have been done by now if time was spent better.