Date : September 27, 2016

For : Nila Santiago

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RE : Geeks VS Bugs

**Date:** September 19, 2016

**Finished Activity:** Detection of error in compilation of movements

**Description:** A game module was developed for the purpose of compiling and checking if the sequence of controls and movements indicated by the player is logically possible. Illogical movements such as jumping over non-elevated tile are considered as syntax error or movement error.

**New Activity:**

Synchronize with game documentation for changes.

Apply dynamic positioning of bugs and objects.

Implement shortest path analysis.

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Noted by: Jun Gascon