Date : September 27, 2016

For : Nila Santiago

From : Albania, Emmanuel Joi

Tadeo, Kurt Michael

Bautista, Auston Dave

RE : Geeks VS Bugs

**Date:** September 26, 2016

**Finished Activity:** Apply dynamic positioning of bugs and objects in the game world.

**Description:** An algorithm was designed and applied to drop items/objects and generate bugs in random specific spots within the gameworld.

**Activity List:**

Synchronize with game documentation for changes.

Implement shortest path analysis.

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Noted by: Jun Gascon