

So far, I built the whole floor(the ground) for the town and I am trying to resize the PowerRangers to make them look more like the statues. Right now, the portion is a little weird compared to what I am imagining and planning to do. I also might need to change the position of where the PowerRangers are supposed to be at. I also built one house so far, but I want to design more to make it look pretty modern house style with some textures and then I will build more houses with old classic styles. So far, the house looks pretty plain and the shape isn't fully built yet, which looks like typical houses.

I also made the swimming pool, which is so far just blue colored without any texture, since I am still trying to figure out how to make the pool more vivid, such as waves. I was thinking about what if I use .gif as the texture, but I am not sure if this is going to work in this environment. I probably need to have a meeting with the Professor soon on how to make the pool look more vivid.

I also am working on the laser ball (laser beam ish) from the bazooka gun on the top of his head. Right now, the motion of the laser ball is not moving correctly, so I need to figure out how to make it correctly. I am still thinking if I should make this ball come out from the bazooka gun or from his belt. I will fully decide at the very end to see which will look cooler. I also finally figured out how to make the gate open and close today. So, I am going to put the opening and closing function for the gate tonight. Until the Review at Thanksgiving, I probably will be able to finish all those unsolved tasks and I will be working on building TVs, more housers, trees and a tennis court. Until the Review at Thanksgiving, I probably will be able to finish all those unsolved tasks and I will be working on building a TV, more houses, trees and a tennis court.