Sprint 2

Meeting date: Was meant to take place on 31/10/25, instead an email was sent due to me being unable to attend

Supervisor: Haoyi Wang

Progress:

Due to unfortunate circumstances I was unable to attend a sprint meeting this week, points of progress was sent over email, the following was sent:
- Did some research on game engines and what would be best for the game I am creating ,I will likely choose to use Unity
- Did some research on potential assets to be used for the game, found some very good paid options but still looking into potential free alternatives
- Set up Unity for use in the project on my device

Also mentioned was the fact that less was done this sprint due to other deadlines

Going forward

- Game development will begin properly
- To start off, the game grid/script to create it will be made, followed by camera controls, a dummy menu screen and some UI features to be built on in future sprints