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| **Week Starting:** | 20/04/20 - 24/04/20 |
| **Student Name:** | Keith Wilson |

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| **Description of work completed since previous meeting.** |
| Goal loads next level and unloads old one, enemies set up |

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| **Tasks to be completed this week.** |

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| **1** | Add render culling to improve fps |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** |  |
| **6** |  |