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| **Week Starting:** | 27/04/20 - 29/04/20 |
| **Student Name:** | Keith Wilson |

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| **Description of work completed since previous meeting.** |
| Render culling prevents game elements outside of the viewport from rendering boosting fps |

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

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| **1** | Complete levels 2-1 to 2-3 |
| **2** | Implement menu system |
| **3** | Implement lives, time and ui |
| **4** |  |
| **5** |  |
| **6** |  |