**Capstone Weekly Project Summary**

Keep your total weekly project summary to a single double-sided printed page.

|  |  |
| --- | --- |
| Week 1 | Project Status: N/A (initial meeting) |
| Tasks Completed/New Functionality | * Simple bullets describing completed tasks go here * More tasks… |
| Comments | A sentence or two describing additional activities, success, setbacks, or learning |

|  |  |
| --- | --- |
| Week 2 | Project Status: Yellow |
| Tasks Completed/New Functionality | * Created the Map Script * Created the dialog to create maps * Created the map editor panel (not fully implemented) |
| Comments | Basic parts of the Unity editor UI I took for granted, because not everything is exposed through their API (or if it is, it isn’t well documented). Figuring out how to drag/drop texture to/from the Map Editor panel took much, much longer than I thought it would, and then I ended up not needing it when I implemented ‘texture painting’ anyways. |

|  |  |
| --- | --- |
| Week 3 | Project Status: |
| Tasks Completed/New Functionality |  |
| Comments |  |

|  |  |
| --- | --- |
| Week 4 | Project Status: |
| Tasks Completed/New Functionality |  |
| Comments |  |

|  |  |
| --- | --- |
| Week 5 | Project Status: |
| Tasks Completed/New Functionality |  |
| Comments |  |

|  |  |
| --- | --- |
| Week 6 | Project Status: |
| Tasks Completed/New Functionality |  |
| Comments |  |

|  |  |
| --- | --- |
| Week 7 | Project Status: |
| Tasks Completed/New Functionality |  |
| Comments |  |

|  |  |
| --- | --- |
| Week 8 | Project Status: |
| Tasks Completed/New Functionality |  |
| Comments |  |

|  |  |
| --- | --- |
| Week 9 | Project Status: |
| Tasks Completed/New Functionality |  |
| Comments |  |

|  |  |
| --- | --- |
| Week 10 | Project Status: N/A (presentation week) |
| Tasks Completed/New Functionality |  |
| Comments |  |