**WEEKLY REPORT**

For the week beginning 19th of April 2021

**Important Notes:**

* This report is to be submitted by all interns under Aztech Internship Programme.
* **Due Date: By 6.30pm of every Friday**

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| **Day** | **Daily Work Updates** |
| **Monday** | LMS v3 three.js scene   * Fixed bugs with trigger implementation * Added arrow overlay for triggers * Discovered minor performance issues with multi select box and unsuccessfully attempted to fix. But since the impact is negligible, left it as is for now. |
| **Tuesday** | LMS v3 three.js scene   * Completed implementation of view trigger panel to see all triggerers/triggerees of a light * Fixed intermittent bug with disappearing lights with multi select * Minor UI improvements |
| **Wednesday** | LMS v3 three.js scene |
| **Thursday** | LMS v3 three.js scene |
| **Friday** | LMS v3 three.js scene |

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| B. STUDENT REFLECTION/ FEEDBACK |
| * Fixed several bugs that were not encountered with previously completed features * Worked on cleaning up the UI, and adding additional hotkeys * Group selection, config and colour customisation added * Trigger feature almost completed, working on rendering the arrow overlays on the scene |

**Submitted by:**

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| **Name :** | **Tan Kok Hwee Murphy** |

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| **Date of Report :** | **23/4/2021** |