**WEEKLY REPORT**

For the week beginning 5th 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   * Created placeholder UI * Set up camera and controls * Able to add objects on map with mouse (raycasting) |
| **Tuesday** | LMS v3 three.js scene   * Keyboard and mouse input manager set up * Created indicator sphere for placing objects * Created classes and mock API for loading scene data |
| **Wednesday** | LMS v3 three.js scene   * Fixed bug with disabling context menu * Worked on bug regarding useState and scene data |
| **Thursday** | LMS v3 three.js scene   * Fixed bug with useState and scene data * Completed interface for saving and loading scene |
| **Friday** | LMS v3 three.js scene   * Set up input handling for creating new lights   Kyla health app testing   * Tested functionality |

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| B. STUDENT REFLECTION/ FEEDBACK |
| * Basic camera controls and light placement completed for the three.js scene, but would require setting up the array of references to the light objects at the scene level for all the other features * Spent too long on fixing the bug with the useState hook due to misunderstanding the function scope of the DOM event listeners, but it is fixed now * Working on testing the Kyla health app was a nice change of pace from front-end development |

**Submitted by:**

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

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| **Date of Report :** | **9/4/2021** |