# Report Week 42

## Team

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## Project idea

Fast track. A game where you work as a tsa airport agent. You have to check passengers and scan their items. Judge whether they are suspicious or not

## Previous week status

Worked further on the music, experimented with some sounds. Continued work on story.

## Current status

Worked on the art for the game and tried to get a pixel style down. Experimented with different pixel sizes. Worked on a pixel art tutorials.

### *Problems encountered*

Hard to create good pixel art. Figuring out a uniform artstyle turned out very tricky.

## Next steps

Take a quick course on character creation and pixel art. Create the first level and start implementing the search bag feature. Lay groundworks for future feature implementations such as dialogue trees. Create the first assets to be put in luggage