

# Report Week 44

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## 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 on character sprites.

## Current status

Worked further on character sprites. Worked further on music. Started planning on how to implement features

## Outcome

- Might go for a different style of for characters than what we worked on the previous week.
- Planned out how to implement dialogue mechanic
- Planned out various player states that would be needed for the gameplay
- Worked on story events and how to implement them
- Worked on logic needed for approving and denying travelers in queue, needed for gameplay
- Made temporary assets like layout and luggage

## Problems encountered

## Next steps

Create a basic functioning level in unity. This will make it easier to envision the game world and how the assets should look like.