# Report Week 43

## 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 the music and sprites.

## Current status

Worked further on character sprites.

### Outcome

- Have a few characters ready that can be incorporated into the game. Waiting on feedback from other members.

### Problems encountered

Have yet to incorporate anything into unity.

## Next steps

Discuss more about the characters looks and the world. Work on unity implementation and discuss further progress on the project.