

# Report Week 39

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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

Discussed how to the game would be presented. 2d or 3d.

## Current status

Worked on basic music idea for the game. Have 1 sample track ready.

## *Outcome*

### *Problems encountered*

Problem we encountered was how we could make the sound track game friendly. How to make it loopable/ not tiring to listen to. We still don't have a proper art style down. And we're working on how the characters and going to be presented.

## Next steps

Get a proper art style down. And know what assets we need to make so we can estimate our workload.