Report Week 40

# Team

Arunanthi Gunapalan

Henrik

Rafal

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

# Current status

Worked on some concept art. Figuring out what style we want to go for.

Worked on the general story for the game and scripted events.

## Outcome

## Problems encountered

How to make the style not too complicated and doable withing our project time frame.

# Next steps

Figure out how we want to show the characters in the game. Getting a basic gameplay ready.