Week 4

Fourth Meeting (21st April 2018)

* **What tasks did I work on / complete?**

I worked on the shooting feature for the actor and also added brick objects on which the actor can travel from one brick to another and eventually reach the destination. We also discussed on using Factory pattern for creating different types of enemies to provide them different functionalities.

* **What am I planning to work on next?**

While we continue to integrate our work, next week should be dedicated to design patterns so that each team person can come up with a design pattern as per the requirement of the game.

* **What tasks are blocked waiting on another team member?**

No tasks are blocked apart from when we integrate and face issues which need to be handled together.