**Progress Report on Game Development**

**Date: March 24th 2015**

**What was the goal for last week**

Build first version of a playable game

**What I actually did last week**

First version of playable game not completed

**What I am doing this week**

Finish first working build of the game (Add ropes and build gameplay)

**What I am doing next week**

Brainstorm on how to improve the current level

Add more props/power-ups to the first level

**Goals for the rest of the game**

Add animations

Figure out how to make the game more interesting and implement it