**Group 13 Project Weekly Report - 2**

By Mark Sargent, Niraporn Chootiraka, Yinchu Xia, Yuanlin Xu

**Week 3 Goals**

1. Continues Game design
2. Creates three layer maps
3. Creates main character animation
4. Describes character, enemies and bosses’ actions and behaviors

**Week 3 Individual Contribution**

Mark Sargent :

1. Developed JSON file that describes attributes and behaviors of bosses and enemies. Created enemies.
2. Discussed about enemies designs and Game general features

Niraporn Chootiraka:

1. Created foreground and background maps
2. Research on how to retrieve object positions in map

Yinchu Xia:

1. Continued Game design and assigned weekly tasks to each group member,
2. Set up Node.js platform
3. Set up project web page, issue page and wiki page

Yuanlin Xu:

1. Create main character “SuperSeaLion” animations which includes, idle, jump, flip, swim and run animation
2. Export animation data into JSON and skel files
3. Research on how to implement animation into our project

**Next Step:**

1. Creates enemies and some bosses animations
2. Combines enemy behaviors with animations
3. Creates objects in three layer maps
4. Creates game framework
5. Integrates main character animation into game framework
6. Integrates foreground and background map into game framework

**Customer Feedback:**