

WEEKLY PROGRESS REPORT

Team: Big Ceng Theory

Team Member: B.Ceren Dođankaya

Week Reported: 28.02.2012 - 05.03.2012

Progress:

This week I spent most of my time for the web site of our team. For a quick start, I used a free web site template. I made changes on it. Since I have a html and css coding knowledge, I wasn't faced with a problem during this step. After we get new visuals of game, I will update the site with the help of other group members and make it more funny.

Addition to this, I worked with Ezgi to try the Unity capabilities for second task of second level. We achieved to use particle system on Unity. With the help of this, we can make visual effects such as, oil flowing, fire etc.