

WEEKLY PROGRESS REPORT

Team: Big Ceng Theory

Team Member: B.Ceren Dođankaya

Week Reported: 06.03.2012 - 12.03.2012

Progress:

This week , I worked with Ezgi on second task of second level. We nearly finished the task implementation, except some little details about the visuals. We shared the work, and i implemented the particle system (fire and oil), some actions of character and trajection of arrow. By the time of progress, we learned a lot of tricks and properties of Unity, and apply them to the project. We think the game will be more realistic, if we continue to improve game in that way.