

WEEKLY PROGRESS REPORT

Team: Big Ceng Theory

Team Member: B.Ceren Dođankaya

Week Reported: 27.03.2012 - 02.04.2012

Progress:

This week , I worked with Ezgi to finish second task of second level. We tried to make arrow shooting realistic, but multiple arrows with projectile motion and effect of gravity... To make all things together was very hard to implement. We gave up the projectile motion of arrows for a while to finish the task. Also we made many changes on visuals to suit them to game.

Although there was a problem to upload new versions of the tasks, now they are updated.