

## WEEKLY PROGRESS REPORT

**Team:** Big Ceng Theory

**Team Member:** B.Ceren Dođankaya

**Week Reported:** 19.04.2012 - 25.04.2012

### Progress:

This week, I made some arrangements on scene. I made the water multiple layer, so sinking event of objects and character became more realistic. Objects allignment on water was corrected. After some changes, character can fall between objects if he cannot jump onto any object. Size of objects was rearranged according to character's size. Additional behaviour was added to some objects such that character cannot stay these objects becaouse they sink immediately. Also, some bugs were fixed. Finally wave behaviour was added to water with texture changing.