

WEEKLY PROGRESS REPORT

Team: Big Ceng Theory

Team Member: Ezgi NAZLIBILEK

Week Reported: 20 March 2012 - 27 March 2012

Progress:

This week I finished the remaining part of the second level second task. There were some missing parts in the implementation. The graphic designer asked from me to find some visuals for the key, arch and the spring. I found three image examples for these objects and also determined their color from a website that he has sent to. After that, the graphic designer sent us these visuals including some missing visuals like background and broken squash. Firstly I changed the script of the squash according to these visuals because the action of breaking the squash when arch collide was not very smooth. For this purpose three visuals are put one after another in order to obtain a better action. Also a counter is added to the script. After some time, the key appears inside the broken squash. The visual of the key was also missing last week. This visual is also added to the scene and also another feature is added for the key. When the player clicks on the key, the key appears on the top right corner of the screen.