WEEKLY PROGRESS REPORT

Team: **Big Ceng Theory**

Team Member: **Ezgi NAZLIBİLEK**

Week Reported: **17 April 2012 - 23 April2012**

Progress:

This week the implementation of the first level second task is evaluated. The graphic designer sent us the new visuals about the scene. These visuals are put into the scene. Then some changes are made. Firstly, I changed the script of the "SELECT" button. I made the button to move synchronously with the character's movement. Secondly, the behavior of the "SELECT" button is also updated. Because, last week the player was not able to reopen the window by clicking the button. Therefore, this week "SELECT " button is able to reopen the window that display the objects whenever the player wants to see. Thirdly, I put a limitation on the selection of the objects. After selecting the forth object for water, the player is not able to select another object. Finally, I also changed the script of the character. When character falls into water, I wrote a script to detect it.