

WEEKLY PROGRESS REPORT

Team: Big Ceng Theory

Team Member: Özgün ÇİÇEK

Week Reported: 09.04.12-16.04.12

Progress:

This week our priority task was developing the majority of the first task of level 1. Since we are dealing with liquids in this task we spent time mostly on visualization of it. We together created the scene and developed code simultaneously. We finished the valves' implementation which is a very crucial and hard issue in this task. Next week we will implement the cups with liquids also with background and integrate the project into the main project to make it available to play as a whole.