

WEEKLY PROGRESS REPORT

Team: Big Ceng Theory

Team Member: Özgün ÇİÇEK

Week Reported: 16.04.12-23.04.12

Progress:

This week we worked on finishing the task1 of level1. We spent most of our times to figure the particles in Unity3D. We developed the remaining logic of the game: the cups filling with water, answer liquid, the line. We tried to finalize most of the actions in the tasks. Since this week we worked separate with Mehmet, we will integrate our work Tuesday and by the Tuesday evening we will provide a web player to display our accomplished work. And also we are planning to upload the finished task by Thursday evening.