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During our time up till Week 7 we have established what we wanted to work on and how we wanted to approach the game and settled on a first person shooter with enemies spawning. But progress during this time was a little slow for us, as during this time I had a internship going on trying to balance the work from that from also other college classes, and other personal things had popped up during that time and would sort of take down the amount of time we would be able to meet and discuss the projects. But despite that we are able to make it work and settle on times which would work for the both of us, to be able to discuss the next steps of the project and keep each other up to date on what we have finished and to make sure we are able to integrate it within the project. Throughout this time we mainly started working on mechanics, sourcing assets and deciding what to use, started to work on enemies spawning, decided on things like how we wanted the gun to shoot whether we wanted to be a projectile or line tracing(allows the gun to shoot in a straight line, which makes it more accurate for the player), we decided it would be best to just get the fundamental mechanics of the game out of the way before going into things like environment, sound effects or UI. Throughout this time we also had a meeting with our culmination advisor Hosni Auji, just to get him updated on things to show him what we had so far, asked for help on things we were struggling on, and some guidance on the direction of the game, which we really needed at the time, as we ended up lacking a primary direction for how we actually wanted the game to function, and sometimes our roles of the game would conflict with each other, so we had to take the time to get that sorted out.