PRCO304: Highlight Report

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Review of work undertaken

The entire managed plan was created through Trello with all tasks needed to be completed organised into sections.

The Unity scene was also created, with movement for the player along the horizontal line and note tasks completed. The structure for the notes has been created and the ability for a note to be placed on the map and then move down the highway is also complete. Some elements are missing, however, such as the pooling system and the different types of notes, which were planned for this week.

This week was also spent doing research on other games and previous examples of work to understand how best to go about designing the game. There is some concern about the specifics of storing the map and how to efficiently go about creating it such that the game isn't impacted. There may also be issues with synchronising the notes to the song, as this has proven troublesome for other people working on similar genre games.

Plan of work for the next week

The main goal of next week is to add basic UI elements that show the score, health, progress and general layout of the game, and find and implement the first song that'll be used to develop the first map.

I will also complete the core gameplay by allowing the player to hit notes, and adding the pooling system for the notes as well as the different type of notes.

Finally, I will be doing more research on the specifics of how other rhythm games store their maps to come to figure out an efficient solution to the problem.

Date(s) of supervisory meeting(s) since last Highlight

Brief notes from supervisory meeting(s) since last Highlight