PRCO304: Highlight Report
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Review of work undertaken

The UI elements that will be present in the main game have been added and the ability to reference them from the manager that will keep track of the game statistics and note hits. The first song has also been added, which is simple but copyright free and sufficient for the first level.

The gameplay, however, is still not finalised and there are a few issues with the original design plan that may need to be reworked. Originally, the player was supposed to control a character left and right along a horizontal track to hit notes coming from the highway but research into other games of this genre has shown that this might not be the best way of doing it and may be difficult to play. As such, I will need to review how the actual mechanics work and decide whether to keep going with the initial concept or to change the way the player hits the notes to something more common such as just pressing keys.

A basic map was also created, although at the moment the map does not cover the full length of the song and the timings are off, something that was considered in the initial risk analysis. Time will be needed to find a solution to mapping the timings of the notes falling to the song and not to framerate like normal.

Plan of work for the next week

This next week will be spent refining the main mechanics after spending time reviewing the best way to go about how the player hits the notes. This will include ensuring the timing of the notes for the first map is correct and the addition of score/accuracy. The first map will also be completed and the main menu/level selection will be drafted using basic UI elements.

I also plan to implement a basic version of FFT (Fast Fourier Transform) as an alternative to hand-coding maps. This audio analysis technique can be used to visualize audio spikes and may be useful as a means to automatically generate maps from the audio analysis.

Steps will also be taken during this time to further solidify whether the game is going to be aimed for mobile or PC release, as was discussed during the highlight meeting.

Date(s) of supervisory meeting(s) since last Highlight   12/02/18

Brief notes from supervisory meeting(s) since last Highlight

Strongly suggest review of rhythm action games to clarify core mechanics - PS2 games such as Amplitude, Frequency, Rez or mobile titles derived from these...
https://www.youtube.com/watch?v=tyRzCfnX3ok
Also, investigate FFT in Unity https://www.youtube.com/watch?v=4Av788P9stk