PRCO304: Highlight Report
Name: Matthew Webber
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Review of work undertaken Time was spent this week trying to further improve the core hitting mechanics/scoring and such, as well as also exploring FFT. By identifying the high points and low points in a song, I can use the spectrum data gathered to generate points at which to spawn notes based on the frequency. This would allow me to create maps automatically if making them all manually takes too much time. The UI was not improved as much as I'd hoped for this week, however, and some of it is still not suited for mobile and not as complete as I'd like it (as well as no art assets yet). The game still needs minor improvements before I'm ready to test it as a prototype, and time will be spent this week to hopefully finalize those changes so that focus can be put on completing the MVP
Plan of work for the next week This week will be spent designing the remaining 4 bosses (completing the core of the overall story), planning their scenery and implementing some form of story. This also means I will need to find 4 more songs and implement basic maps for them to improve on further, as well as considering what mechanics I need to use in order to make the game more interesting. The bosses themselves will affect how the level is played and whatever each boss does needs to be both interesting and hard to deal with, but not frustratingly so. I also plan to do some more research for the visual feedback and effects that are planned for next week, and further refine the core mechanics.
Date(s) of supervisory meeting(s) since last Highlight   05/03/18
Brief notes from supervisory meeting(s) since last Highlight Have prototype ready for next meeting, consider doing more research and making a comparison table for different components.