

<b>PRCO304: Highlight Report</b>	
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<b>Date:</b> 22/03/2018	
<b>Review of work undertaken</b> <p>This time was spent developing the second levels special mechanic, the hiding notes and obstructing the view. Since the second boss is a Veteran Assassin, his speciality is stealth and as such the song is played in a way that at certain points, series of notes will become slightly transparent or parts of the highway become blocked by fog. So far, both of these are working and effective although later adjustments will be needed especially for different difficulties as right now it might be too difficult for the second level.</p> <p>The third, fourth and fifth levels are created but their special mechanics are still in progress. I have also added the ability for scores, combo and accuracy to be available on the main menu after completing a level. This persistence does not last outside of a session yet but I am currently exploring options as to how to do this effectively.</p> <p>Unfortunately, no scenery was added this week as more focus was spent on finalizing the mechanics and making the second level. Building the scenary proved more difficult than anticipated and so was put on hold until the 5 levels with their mechanics are completed. More art assets were also created for the UI, specifically the effect of hitting a note and some effects for increasing combo. While they are not done, they make hitting a note feel a lot more satisfying, which will be improved further once the note hit sound effects are completed.</p> <p>3-4 hours every day was spent this week, but time was also split on other projects so I may not have covered the full 30 hour requirement per week for this module alone.</p>	
<b>Plan of work for the next week</b> <p>The remaining time will be spent completing the remaining boss mechanics, adding the art/sound effects and finishing the first boss model as well as working on the remaining 4 level bosses. Ideally over the easter the prototype will be done and the remaining time after that will be spent making quality of life improvements and improving the aesthetics to the game, but mainly working on the final report and planning for the demonstration.</p>	
<b>Date(s) of supervisory meeting(s) since last Highlight</b>	<b>19/03/18</b>
<b>Brief notes from supervisory meeting(s) since last Highlight</b> <p>Consider reducing the amount of lanes for easier difficulties, adjust timing to be more in beat with the song and explore the option of automatic map generation to save time.</p>	