

PRCO304: Highlight Report	
Name: Matthew Webber	
Date: 22/02/2018	
Review of work undertaken	
<p>This week was difficult due to conflicts on the initial specification. The core gameplay mechanic needed to be reworked since the concept of moving along the horizontal line proved too complicated and not very fun for those playing. The initial release target of PC has also been replaced with the aim of releasing on mobile as research into rhythm games have shown this platform is more likely to play and enjoy rhythm games casually, whereas PC markets usually require a community around them to succeed (such as Osu!). This means that an overhaul of the hitting mechanics needed to be done, which caused delays in the other intended deliverables for this week.</p> <p>The core menu framework was completed, but the timing issues are still a problem and FFT was not implemented this week. I also feel that I did not spend the full 30 hours this week as recommended on the project, so time will need to be spent next week to catch-up the project and implement the remaining features for the complete experience.</p>	
Plan of work for the next week	
<p>This week will be spent adding the features that should have been done last week (finalising the new mechanics for mobile, fixing the timing issues and FFT) as well as designing the first boss for the first level. The first boss will not have any special mechanics and act as the starter level for the player (after the tutorial if it is implemented) and will be something simple for the player to defeat. Time will also be spent crafting some audio effects in Audacity, such as UI sounds for pressing buttons and hit sounds for notes and misses.</p>	
Date(s) of supervisory meeting(s) since last Highlight	12/02/18
Brief notes from supervisory meeting(s) since last Highlight	
Supervisor signed off sick for 3 months, alternate supervisor assigned and meetings begin next week	