

<b>PRCO304: Highlight Report</b>	
<b>Name: Matthew Webber</b>	
<b>Date:</b> 15/03/2018	
<b>Review of work undertaken</b> <p>The 5 main bosses of the game have been drafted and their main mechanics drawn up, as well as the locations at which each area take place. The models are still in progress, and will most likely not be finalized until after easter. My modelling skills are not very good, and as such it is a lot more difficult to make characters that look good, especially humanoids like the Guard and the Assassin Leader.</p> <p>The plans for the visual feedback, as well as some framework have been created in order to have effects for when notes are hit to improve the experience for the player. Right now the effects are not done but the mechanics to have the effects are done.</p> <p>Roughly 20 to 25 hours were spent this week, and I'm working towards trying to spend more time on the project, as I also need to spend time working on the Industry Engagement module which has taken some of the time that previously was used on this project.</p> <p>Unfortunately the maps for the levels beyond level 2 are not complete due to having to create them manually, and using FFT has proven somewhat difficult to work with in making interesting maps.</p> <p>The remaining songs have also been found and are ready to be implemented once proper work has been done on the remaining levels.</p>	
<b>Plan of work for the next week</b> <p>I will be trying to spend time finalizing the first two levels and working more on the first Guard model and trying to implement some scenery or background that represents a town for the first level. I will also add the full game flow cycle including the menu, going to the first level and completing it with storage of score, combo and rank. As of right now the menu and level are separate which will need to be fixed for the MVP. Time will also be spent doing some research on the final report and making draft notes about what to put in each section, so as to not get caught out after easter with tons of work.</p>	
<b>Date(s) of supervisory meeting(s) since last Highlight</b>	<b>12/03/18</b>
<b>Brief notes from supervisory meeting(s) since last Highlight</b>	
Start researching about the final report and keep developing prototype for demonstration	