

PRCO304: Highlight Report	
Name: Matthew Webber	
Date: 01/03/2018	
Review of work undertaken	
<p>The first boss design has been completed, which has settled on a guard of the first village you enter. For now some framework has been implemented in the game to accommodate the boss but the actual boss itself has not been implemented yet. This also means the overall story of the game has been drafted and the initial concept for the remaining bosses has also been done, although figuring out their individual mechanics for each level has yet to be done.</p> <p>The transition to the new gameplay (buttons designed for mobile) has also been done for the most part, although there is still refinement to be done and testing on a mobile device will be needed as there are still issues with timing.</p> <p>Some audio effects were created but have not been implemented yet. The FFT has also been neglected unfortunately.</p>	
Plan of work for the next week	
<p>This week will be spent improving the mechanics further and exploring the options on how best to design the remaining levels. I will also aim to have a basic model for the guard boss and trying to improve the UI as I feel some of the placement is not ideal for mobile. Other than that, trying to implement a version of FFT for testing and exploring ways to improve the note storage so that maps can be more easily created will also be attempted this week, however the main priority will be getting the game to a prototype stage.</p>	
Date(s) of supervisory meeting(s) since last Highlight	26/02/18
Brief notes from supervisory meeting(s) since last Highlight	
<p>Work on improving project to a prototype for next meeting, research more on the specifics of other rhythm games and how they are enjoyable during gameplay. Use this as framework for your own project.</p>	