*Please delete all instructions in italics*

*Suggested length: Maximum one page*

*Please upload Highlight Reports to the SPMS the day before your supervisory meeting*

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| **PRCO304: Highlight Report** |
| **Name: Jonathan Holmes** |
| **23/02/2017** |
| This week I have revamped the archery level. I modelled a new terrain environment in Blender and exported to Unity. This wasn’t explicitly on my plan but I decided I was dissatisfied with the current level. I have also started on the next game which will be a VR painting game similar to Tilt Brush. Progress this week has been hindered by a deadline for my other module. I may have to extend the deadline for the next scene on my Gantt chart if need be. I feel comfortable to do this as I have left enough time spare for these sort of delays. |
| **Plan of work for the next week** *(derived from the current stage plan).*  Next week I will continue on the next painter scene. I will also start looking into implementing some sound effects into the game. |
| **Date(s) of supervisory meeting(s) since last Highlight - 20/02/17** |
| **Notes from supervisory meeting(s) held since last Highlight**  We looked at my progress video on YouTube and discussed whether I felt I was on track or not. We decided the project is currently on track. |
| **Stage review** *In the case when a stage has completed since the last Highlight, a brief review of whether the stage’s objectives, deliverables and timescales were met (or not).*  As of this review I have completed 3 of the stages laid out in my PID on time. I have completed the ‘Initiation’ stage, which involved writing my PID. I have completed stage 2 – ‘Investigation and outline requirements’. I did this in my PID and in a separate document that I have uploaded under ‘Miscellaneous deliverables’ on SPMS. I have also completed Stage 3 – Which involved putting in place the high level features and solidifying the base structure of the game. |