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| **PRCO304: Highlight Report** |
| **Name: Jonathan Holmes** |
| **Date**: 04/03/17 |
| **Review of work undertaken**  This week I focused on QoL improvements in small bursts as I was limited with the amount of time I had (due to interviews and other module etc). I did also make some new features for the painter game. After a while in Unity your assets can become quite untidy which can decrease productivity, so I spent some time organising it all. The more projects I undertake the better I get at tidying on the go, and will take this as a lesson going forward. I also added some features and bugfixes throughout the project, and made a video showing where I am in the project. - https://www.youtube.com/watch?v=pgHPsqti-A4 |
| **Plan of work for the next week** *(derived from the current stage plan).*  *Looking at my gantt chart, I can see I was behind schedule for the next scene (painter scene). Although I have made good progress in it I have increased the number of work days by a large amount to keep myself on track. I will continue to work on this next week.* |
| **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. In-line with my PID, I am currently in increment 3. Despite my initial head-start, I am starting to feel the pressure ramping up. |
| **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).* |