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| **PRCO304: Highlight Report** |
| **Name: Jonathan Holmes** |
| **09/03/17** |
| This week I have added many more levels to one of the scenes. The player can now go to the next or previous level. There are 15 levels to the first pipe game scene now. I have also completed the Painter game scene. It will be decided later whether there is anything else I would like to add to it. |
| **Plan of work for the next week** *(derived from the current stage plan).*  *For the next week I will be improving the level hub, which models made in blender. I also need to add more levels to the archery game scene (as I have done for the pipe game). I also need to plan how I will add sound to the game. As I recognise this is an important feature in a VR game that should not be overlooked.* |
| **Date(s) of supervisory meeting(s) since last Highlight - 20/02/17** |
| **Notes from supervisory meeting(s) held since last Highlight** |
| **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).*  None since last report. |