|  |
| --- |
| **PRCO304: Highlight Report** |
| **Name: Jonathan Holmes** |
| **23/03/17** |
| This week I have been polishing and bug fixing. I have also re-vamped the painter scene so that instead of using a colour wheel and a laser pointer to select the colour you are going to paint with, you instead dip your brush into a paint pot. This was a design choice I had been debating for a while. The pros of the colour wheel/laser pointer is that you can choose literally any colour you want, but the drawback is that it is fiddly and not intuitive. The pros of the paint pot approach is that it is more intuitive and immersive, however the con is that you are restricted to a certain number of colours. I have also added the other hand to be used as an eraser, to erase lines that you paint. |
| **Plan of work for the next week** *(derived from the current stage plan).*  *In my last highlight I said I would be adding more features to the archer game. I didn’t end up doing this so I will try and do this this week.* |
| **Date(s) of supervisory meeting(s) since last Highlight - 20/03/17** |
| **Notes from supervisory meeting(s) held since last Highlight**  Video of working VR portal and several mini-games (ball into the hat, archery, paint shapes, dog and stick). |
| **Stage review** |