

PRCO304: Highlight Report
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Review of work undertaken <p><i>This week the solutions were implemented, where solution one is 'Big Bomb' and solution two is 'Health Link'. The bare bones are implemented, meaning that the effects are instant without any visual effects. Testing was also completed with people gathering feedback on Google Form. By the testing period, not all bugs were fixed which did affect the result, but the bugs are known and looking for a fix for them. Developer Diary is being kept up to date, with any issues encountered during implementation.</i></p> <p><i>The Big Bomb implementation was implemented with minor obstacles, which were overcome at the end, however it is instant without any visual feedback for the player when the explosion takes effect. For testing mechanism, it works fine, but for final product it will have to be changes, as it does impact user experience which this project is focused on.</i></p> <p><i>The Health Link solution was implemented with minor obstacles along a way too, having the code already created in the previously. The code reused was from the linking of infection in this case, limiting the spread to 3 times.</i></p> <p><i>The known bug/s are the freezing that occurs when infection has no more planets to spread on to, but also at random occasions when infection is being interacted with by the solutions. Both of the bugs are being looked into.</i></p> <p><i>Testing was also completed from 6 colleagues, with more testing and feedback to be gathered within next few days, delays from original stated number was due to availability. All the feedback was recorded on Google Forms with clear indications what should be changed, what should be implemented to improve user experience for this project.</i></p>
Plan of work for the next week <p><i>Plans for the next week will be to implement the changes from feedback gathered from testing. Evaluate the feedback gathered to plan out and figure out what features have to be changes and what has to be added to enhance user experience. This will include changing some visual effects, adding features and fixing some major bugs which impact gameplay experience.</i></p> <p><i>From feedback gathered and meetings, the representation of the game will be improved, and apart from improving the game, the sound will be added to enhance experience.</i></p>
Date(s) of supervisory meeting(s) since last Highlight: 27/02/2018
Brief notes from supervisory meeting(s) since last Highlight <p><i>Have a working demo created by this week and re-asses the schedule, if needs to be.</i></p>