

<b>PRCO304: Highlight Report</b>
<b>Name:</b> Ludwik Bacmaga
<b>Date:</b> 27/02/2018
<b>Review of work undertaken</b>  <p><i>Aim for this week was to create menu system for the planets, so when player clicks on the planet, the action menu shows up showing what is possible to do as an action. Followed by implementation of the inventory system, and ingredients with the win condition for the player.</i></p> <p><i>Due to other circumstances (informed the supervisor), all of the milestones were unable to be completed on time, having only implemented the menu display once the planet was clicked, with move action available for the player. There were unforeseen trouble in implementation along the way which also slowed down the progress for the implementation. The menu shows up on the left side of the planet.</i></p>
<b>Plan of work for the next week</b>  <p><i>Aim to complete Sprint Three, being the implementation of the menus, which show up logically next to the planet with possible actions for the player. Implement the inventory system and ingredients with the win condition for the player.</i></p> <p><i>Alongside this goal, bigger scale testing will take place, to test out the whole prototype and gain feedback on how to improve, change the current state of the game.</i></p>
<b>Date(s) of supervisory meeting(s) since last Highlight:</b> 21/02/2018
<b>Brief notes from supervisory meeting(s) since last Highlight</b> <p><i>Do testing for the game orientation, consider using assets pack for the game instead of creating them from scratch. Do visual change to alert system when the virus starts. Think about the sound effects to be implemented in the game.</i></p>