

PRCO304: Highlight Report
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<p>Review of work undertaken</p> <p><i>This week the menu system was finished, with the correct interaction between the game and the player. Implemented the inventory system and the ingredients system, which is used for winning the game. Different solutions for winning the game were implemented giving the player an option how they would like to proceed with the game.</i></p> <p><i>The process of implementation had a few issues along a way, with random bugs, mainly in the way that menu is shown for the player and the interaction has some weird bugs where it would not show correctly or at all. This was fixed without any more troubles, and now there is also implemented a selection process for the player if they would like to get the ingredient or place the solution.</i></p> <p><i>The inventory system was implemented on the pause screen, now looking like it takes advantage of the full screen now, instead of just being a menu. The menu is still implemented, just being on the side of the screen. The inventory system so far is pretty basic, and more work will have to be done to enhance it, but for initial testing and how it operates, it is fine.</i></p> <p><i>Inside the inventory system, it shows the collected ingredients and the solutions numbers, with an option of creating a solution if the player has enough ingredients collected. Once the solution been made, the player has an option to place it on the chosen planet – once the player moved to that location.</i></p>
<p>Plan of work for the next week</p> <p><i>Aim for next week would be to implement different solutions, at the moment the game is programmed to have two different solutions, the link and the big bomb solution, which cause different winning conditions for the player. The plan for the week is to implement the effects of each solutions, visual for the player.</i></p> <p><i>Also, plan to do testing of the whole project so far, to gather feedback on the current state of the game. Looking to take feedback from minimum of 10 people.</i></p>
Date(s) of supervisory meeting(s) since last Highlight: 27/02/2018
<p>Brief notes from supervisory meeting(s) since last Highlight</p> <p><i>Complete the sprint goals, do testing along the way. Do testing of the whole game, with the testing documentations and signatures of testers.</i></p>