

PRCO304: Highlight Report
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<p>Review of work undertaken</p> <p><i>This week, the virus for the game was implemented. The visual alert shows up, that is basic at the moment, followed by material change of planet which symbolises a virus. Followed by a connection link creation, a tube that connects two planets together as the virus spreads through the game world. Finally, the interaction of virus meeting player was implemented, which in this case symbolises game over screen, and pause menu was created. Everything is basic for the time being to test functionality and note down improvements that can be easily implemented in the current state.</i></p> <p><i>There weren't many problems along the way, the only trouble with implementation being implementing the link connection between the two planets with the tube. Everything was noted down in the developer diary, which is being up to date, every when the implementation took place with feedback on the progress.</i></p> <p><i>Throughout the implementation, testing was done to make sure the following implementation works, gather feedback on how to improve on the current state of the game. Following last week's feedback, the planets were made smaller and more spread apart, with now more of them showing up in the game world.</i></p>
<p>Plan of work for the next week</p> <p><i>Start implementing Sprint Three. The sprint three involves the start of creating the ingredients and inventory system that will be used in the game. Ingredients will display what items are available to be picked up from the planets that the character is on, while the inventory system will display the items already collected. Plan to implement indicators of some kind to display availability to pick up the ingredients which will be easy for the player to identify and know what the indicator is symbolising.</i></p> <p><i>Testing will be done to test out the features and if everything works well together. Also, through the implementation the developer diary will be kept up to date with the implementation progress.</i></p>
Date(s) of supervisory meeting(s) since last Highlight: 14/02/2018
<p>Brief notes from supervisory meeting(s) since last Highlight</p> <p><i>Happy with the progress. Help with for the following steps in implementation, the visual representation of virus in the game, sound, how it is presented for the player. Got recommendations for paper and book which will help in presenting the information.</i></p>