

PRCO304: Highlight Report	
<b>Name: Ludwik Bacmaga</b>	
<b>Date:</b> 21/03/2018	
<b>Review of work undertaken</b> <p><i>This week was dedicated on improving the game, from the feedback received. The feedback wasn't very positive, recommending to change multiple things in the project. At the end what ended up happening is building the project from beginning, re-using anything that is useful from the original prototype. What was implemented this week: the improve graphics for the planets, added sound effects to planets and projectile, have introductory sequence to introduce the player towards the game, created a path now which the spread will go to, and a projectile that can be stopped. Also, the three abilities were implemented, where two out of three work as planned. The ability orb orbits around the planet to inform the player what planet consist what ability.</i></p> <p><i>There weren't many issues while implementing the new project, code for spawning, choosing which planet to spread on, the bomb ability, for those things the code from previous prototype the code was useful and re-usable. For everything else the code had to be created again. The introductory sequence took the longest time to implement, however, the pacing is still not correct and it will be changed, adjusted.</i></p> <p><i>The abilities that will be implemented in the game are: time slow, bomb, shield. Time slow slows down time for a limited time, bomb explodes based on the player position – although the visuals are still to be implemented for this ability, and shield protects the chosen planet from being infected. Bomb and time slow ability work as intended, whereas shield ability requires a bit of work to make it work completely.</i></p> <p><i>Sound effects were also implemented in the game without any major issues. Although, the sounds have to be balanced.</i></p> <p><i>All of the assets used for the improvement of the game, the prefabs for planets, projectiles, spawning platform were taken from Assets Store.</i></p>	
<b>Plan of work for the next week</b> <p><i>Plans for the next weeks are to work on the current state of project and improve on them, make them work in some cases. Do testing and gather feedback along a way.</i></p>	
<b>Date(s) of supervisory meeting(s) since last Highlight:</b> 14/03/2018	
<b>Brief notes from supervisory meeting(s) since last Highlight</b> <p><i>Original prototype has bad way of representing information, change the layout of the game, how it is presented towards the player. Add introductory sequence where player is introduced to the game, add sound effects for emersion, show the information to the player is more engaging and better presentable manner (menus in this game don't work that well as they were implemented).</i></p>	