

PRCO304: Highlight Report	
<b>Name:</b> Ludwik Bacmaga	
<b>Date:</b> 14/02/2018	
<b>Review of work undertaken</b>	
<p><i>During this week, the focus was on creating prototype and start working on planned sprints. Started by doing prototype to test tracking, followed by creating multiple different islands/planets and then creating a character that is able to move around the planets. Everything was tested and fixed any issues that were not working correctly, and found a case under where the character doesn't want to move towards a planet.</i></p> <p><i>After everything was implemented together, the prototype was tested by a colleague, who give relevant feedback regarding gameplay, UI, visuals and what features could be implemented that would improve overall game.</i></p> <p><i>Also, every day that implementation was done, an entry for Developer Diary was created to keep close track of progress and any thoughts/difficulties that were encountered during the implementation session. What was also created was a Research document – or start of it at least – where games which are relevant to this project, either in gameplay or features that it uses, are compared to each-other and then evaluate what works and what doesn't.</i></p>	
<b>Plan of work for the next week</b>	
<p><i>Start implementing Sprint Two. Work on the visual representation of the virus and how it will be represented to the player.</i></p> <p><i>Continue to have Developer Diary entries, and complete Research document, evaluating findings and look at some titles from VR as AR market is not that big at the moment.</i></p> <p><i>Testing will be done to test out the features and if everything works well together.</i></p>	
<b>Date(s) of supervisory meeting(s) since last Highlight:</b> 07/02/2018	
<b>Brief notes from supervisory meeting(s) since last Highlight</b>	
<p><i>Create Developer Diary, do Research document comparing game titles, and create a prototype to test out the ARKit tracking.</i></p>	