

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	31/01/2022 TO 07/02/2022
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting

Changed how the player shooting works. Now the player has to wait until all of the shapes are asleep in order to shoot again. Changing player controls to up/down to aim proved to be more challenging than I thought, so I will try it again this week. Also printing out the current phase in the console, will change it to in-game UI next.

Tasks to be completed this week

1	Make the phases explicit in the UI.
2	Complete the main game part: <ul style="list-style-type: none"> • Limited shots. • Win condition. • Restart in edit phase.
3	Can we change the speed at which phase 3 runs? This will be particularly useful for simulations.
4	Start to consider how the simulation will work. First idea is to use a heuristic-guided brute-force search. Second idea is to apply the Minimax algorithm. Perhaps we can perform a comparison of the two approaches and compare the results. It will be interesting to look at the difference between simple single-shot solutions and complex multi-shot solutions.
5	Start working on the ability to edit shapes (rotate, move, add more vertices, etc.).
6	Setup a way of saving to different files and loading from different files.

Supervisor Comments

Computer Games Development CW208

Project Meeting Notes Year IV

--