

## Computer Games Development CW208

### Project Meeting Notes Year IV

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|----------------|-------------------------|
| Week Starting: | 29/11/2021 TO 6/12/2021 |
| Student Name:  | Michal Krzyzanowski     |

| Description of work completed since previous meeting  |
|---|
| Still writing up a summary for the second academic paper. implemented a simple level editor, without rotations. |

| Tasks to be completed this week |
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|---|---|
| 1 | Finish summarizing the academic paper: Simulating Human Game Play for Level Difficulty Estimation with Convolutional Neural Networks by Phillip Eisen.                                |
| 2 | Change how the rotations work, currently not very accurate.   |
| 3 | Implement a basic saving/loading system for the levels. Store the initial data for the shapes. when the level stops playing the simulation, restore the boxes to their initial state. |
| 4 |   |
| 5 |   |
| 6 |   |

| Supervisor Comments |
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