

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	24/01/2022 TO 31/01/2022
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting

Implemented a debug draw implementation for box2d. Still stuck on changing how the shapes are set up to allow for custom shapes. Deciding to postpone shape editing for now. Going to move onto save/load with multiple files and expanding on the difficulty estimation.

Tasks to be completed this week

1	Break the game into distinct phases: the first phase is level construction; the second phase is where the player sets parameters (force, direction); the third phase is the execution. Can we make these steps explicit in the code and the UI?
2	Can we change the speed at which phase 3 runs? This will be particularly useful for simulations.
3	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.
4	Start working on the ability to edit shapes (rotate, move, add more vertices, etc.).
5	Setup a way of saving to different files and loading from different files.
6	

Supervisor Comments

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