

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	14/03/2022 TO 21/03/2022
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Description of work completed since previous meeting
The simulation now runs faster when running in the difficulty estimation phase. Also, when shooting targets, the targets disappear from the level. could possibly add particle effects and sound effects to that. Figured out a new game-changing function has been released with the latest version of SDL2, allowing you to draw any polygon. Got stuck working with it trying to implement texture drawing.

Tasks to be completed this week

1	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.
2	Add textures to the game shapes to differentiate the different shape types (player, target).
3	Start working on the ability to edit shapes (rotate, move, add more vertices, etc.).
4	Setup a way of saving to different files and loading from different files.
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Supervisor Comments