

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	28/03/2022 TO 4/04/2022
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting

I was focusing on working on other projects, mainly P3 so I don't have much done. I finished the FYP website & managed to change how the simulation selects its shot directions. The shots are now chosen in a smoother 360 degrees circle range rather than choosing what seemed to be random points from the circle. Also decreased the amount of power levels and directions to speed up the simulation. The amount of power levels & directions will be configurable from a file later on. Tried to add colours to the shapes to differentiate the shapes easier.

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