

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	07/02/2022 TO 14/03/2022
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Description of work completed since previous meeting

Finished the game, the player has limited ammunition now and the game ends when all targets are hit or all bullets are used up. There are checks to see if the player has won or lost the level. I added the SDL TTF library to add text to the game. Said text now shows the user the current phase, bullets left, shot power, and a warning when trying to start the level without a player and a single target. The power bar has a min/max power too.

Tasks to be completed this week

1	Can we change the speed at which phase 3 runs? This will be particularly useful for simulations.
2	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.
3	Add textures to the game shapes to differentiate the different shape types (player, target).
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.
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Supervisor Comments

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