

# Computer Games Development CW208

## Project Meeting Notes Year IV

Week Starting:	17/01/2022 TO 24/01/2022
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting
Started changing the internals of the ConvexShape class, preparing it for shape editing feature implementation. Got stuck when trying to change how the shapes are created. This will allow us to create shapes with arbitrary numbers of points.

Tasks to be completed this week
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1	Start working on the ability to edit shapes (rotate, move, add more vertices, etc.).
2	Change how the rotations work, currently not very accurate.
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.
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Supervisor Comments