Computer Games Development CW208
Project Meeting Notes Year IV

Week Starting:	21/03/2022 TO 28/03/2022
Student Name:	Michal Krzyzanowski

Description of work completed since previous meeting

Changed the difficulty simulation code to run through each possible direction and power scale the player could make. Changed score calculation to give different values to a run of the simulation based on how close the shot was to a target. currently, only works for one target.

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