

PRCO304: Highlight Report
Name: Bogdan Stoica
Date: 15/02/2018
Review of work undertaken <ul style="list-style-type: none">• Report Mind Map• Research Algorithm Types• GDD (part 2)• Research Unity Classes and features• UI Flowchart
Plan of work for the next week <ul style="list-style-type: none">• Implement core Game Scene Classes• GDD (Final part)• Implement character movement and camera
Date(s) of supervisory meeting(s) since last Highlight: 12/02/2018
Brief notes from supervisory meeting(s) since last Highlight <p>My supervisor is going to be ill for the following 2 weeks therefore mailing will be the primary communication method until his return. My focus this week was on researching and experimenting on paper with various algorithms to further understand the properties of mazes. With the start of the implementation phase proper experiments will be undergone. The primary advice given was to properly research the market and the algorithms in order to justify every decision for the project evaluation.</p>