

PRCO304: Highlight Report	
Name:	Bogdan Stoica
Date:	01/03/2018
Review of work undertaken	<ul style="list-style-type: none"> • Fixed bug not properly building a maze using the Binary Tree algorithm (this bug was related to the navigation through the array not going through the first row) • Implemented the Build Maze class that draws the walls of the Maze with 3 prefabs: a wall through the X axis; a wall through the Y axis and an object that stays in between the walls. The user has the option to add a space between each element for design purposes. This class can be used for other future algorithm classes if they use a 2-dimensional array of cells. • Fixed a bug with the wall generator that was confusing Eastern Southern Cells with Northern Cells of the Maze. This issue was related to the drawing using opposite coordinates to the way the Grid was navigated • Added the Unity character controller to a general starting position for testing purposes • Create a class that holds the light resource.
Plan of work for the next week	<ul style="list-style-type: none"> • Finish report section regarding general research segment (outline code segments) • Write report section justifying decision behind software choices (Unity, Visual Studio, C#) • Create Main Menu, in-Game UI and Menu (This includes following the already existing UI Flow diagram for menus created for the first GDD) • Add background music and main menu music (Find NCS songs on YouTube) • Adjust the new Minimal Viable Product (MVP) and create a new GDD specifying the changes
Date(s) of supervisory meeting(s) since last Highlight: 27/02/2018	
Brief notes from supervisory meeting(s) since last Highlight My supervisor advised me to describe each activity for this week with more detail to make it easier for the second marker to observe the progression of the project over its duration. He has also advised me to focus on preparing a demo by the end of this week to start working on the report and have enough time left to polish the game for the presentation.	