

<b>PRCO304: Highlight Report</b>	
<b>Name:</b>	<b>Bogdan Stoica</b>
<b>Date:</b>	<b>08/03/2018</b>
<b>Review of work undertaken</b>	<ul style="list-style-type: none"> <li>Fully implemented core game functionality. This change included some adjustments to the BuildMaze class allowing for more customizations to be done by the user. Some examples include setting a minimum and maximum value for the rows to be generated; Select the starting points of each newly generated maze and include the LigthDrop prefab</li> <li>Created some paper drafts for the in-game UI (holding the light resources and controllers)</li> <li>Created the Main Menu Scene</li> <li>Implemented LightDrop functionality inside the LightDrop class that allows for the prefab to be loaded and stored in a list of objects</li> </ul>
<b>Plan of work for the next week</b>	<ul style="list-style-type: none"> <li>Establish UI model for the customization tool. This can include what type of objects the user can include or remove from the game such as starting and exit points as well as maybe enemies.</li> <li>Find what options I allow when deciding to customize a maze. Based on the research and resources I will determine whether the user can also remove or add walls to the maze or even place custom prefabs inside cells.</li> <li>Include an empty object for each cell that can allow for its selection as part of the editing process.</li> <li>Continue polishing the current project by including UI elements and more visually appealing prefabs such as the Light-Drops, walls and exit points.</li> </ul>
<b>Date(s) of supervisory meeting(s) since last Highlight:</b>	<b>05/03/2018</b>
<b>Brief notes from supervisory meeting(s) since last Highlight</b>	<p>I have presented a demo of the gameplay for this project to my supervisor on this weeks meeting. He was overall pleased with the results and suggested a slightly different approach to the end-product. His suggestions included using the tool that I currently have to create an in-game editor that allows for a bit more customisation and user control of the mazes. I have finished the core functionality of the project and started researching some ways to include this as a separate game mode to “show off” the tool. My focus next week will be to slowly polish what I currently have and include the customization tool inside a separate game-mode.</p>