

<b>PRCO304: Highlight Report</b>	
<b>Name:</b>	<b>Bogdan Stoica</b>
<b>Date:</b>	<b>22/03/2018</b>
<b>Review of work undertaken</b>	<ul style="list-style-type: none"> <li>• Write Background and Research segments of the project. These segments include information regarding some decision making when developing the project.</li> <li>• Create a “skeleton” draft of the project report, as advised by my supervisor Marius, in which I outline all its segments.</li> <li>• Write a class that generates mazes using Prim’s algorithm. This class returns an Array of Cell objects which can be used to draw new levels for the user. The benefits of this Algorithm will be outlined in the research portion of the Report (There is currently a bug not storing the cells properly, this bug will be addressed next week).</li> </ul>
<b>Plan of work for the next week</b>	<ul style="list-style-type: none"> <li>• Create a full sample of the “skeleton” for the report and submit it to my supervisor for a quick inspection.</li> <li>• Fix the bug not storing all the cells accordingly and begin player testing using both algorithms and the same starting and finishing point algorithm already implemented.</li> <li>• Test some weight gameplay design using the Prim algorithm.</li> <li>• Polish segments of the game such as animations and sound effects.</li> </ul>
<b>Date(s) of supervisory meeting(s) since last Highlight: 21/03/2018</b>	
<b>Brief notes from supervisory meeting(s) since last Highlight</b> I have been more focused on the research and report this week with very little time allocated to the development. My focus next week will be to use the information provided by my supervisor to estimate the time it would take to write the full report and in the meantime focus on making sure that the demo is suited for user testing. This will include making a “buildable” prototype.	