

<b>PRCO304: Highlight Report</b>	
<b>Name:</b>	<b>Bogdan Stoica</b>
<b>Date:</b>	<b>15/03/2018</b>
<b>Review of work undertaken</b>	<ul style="list-style-type: none"> <li>• Implemented winning condition for the casual game mode. A script called EndGame is currently checking the collision between the player and the GameObject it is assigned to and sends the player to an end scene.</li> <li>• Adjusted lightDrop class for various collisions.</li> <li>• Researched and tested selection method for cells to allow the player to choose and end and starting point.</li> <li>• Played a bit with the procedural segment selecting a starting point for the user and an exit (Game Design change).</li> </ul>
<b>Plan of work for the next week</b>	<ul style="list-style-type: none"> <li>• Implement and test editor Scene that allows for the selection of cells.</li> <li>• Create a list of classes that stores each cell allowing for various customizations.</li> <li>• Write the software segment for the report stating my choices of tools and the language.</li> <li>• Write the chapter indicating code that will be used for the final version of the project.</li> </ul>
<b>Date(s) of supervisory meeting(s) since last Highlight:</b>	<b>14/03/2018</b>
<b>Brief notes from supervisory meeting(s) since last Highlight</b>	<p>My supervisor advised me to write at least one chapter from the report for the following week's highlight therefore I will start writing about various features that will remain in the project such as the Maze Classes, software and Algorithms. This week has been more of a focus surrounding the changes suggested by my supervisor regarding a map editor for the game.</p>