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| **PRCO304: Highlight Report** |
| **Name: Bogdan Stoica** |
| **Date**: 15/03/2018 |
| **Review of work undertaken**   |  | | --- | | * 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. * Adjusted lightDrop class for various collisions. * Researched and tested selection method for cells to allow the player to choose and end and starting point. * Played a bit with the procedural segment selecting a starting point for the user and an exit (Game Design change). | |
| **Plan of work for the next week**   |  | | --- | | * Implement and test editor Scene that allows for the selection of cells. * Create a list of classes that stores each cell allowing for various customizations. * Write the software segment for the report stating my choices of tools and the language. * Write the chapter indicating code that will be used for the final version of the project. | |
| **Date(s) of supervisory meeting(s) since last Highlight: 14/03/2018** |
| **Brief notes from supervisory meeting(s) since last Highlight**   |  | | --- | | 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. | |