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| **PRCO304: Highlight Report** |
| **Name: Bogdan Stoica** |
| **Date**: 22/02/2018 |
| **Review of work undertaken**   * Implement Cell Class containing its neighbours and * Implement Grid Class * Implement Binary Tree Algorithm for research purposes * Write sections 5 and 6 of the GDD |
| **Plan of work for the next week**   * Implement Demo Character control * Implement Maze Graphical Design Class * Implement light resource * Write remains of section 6 and 7 of the GDD |
| **Date(s) of supervisory meeting(s) since last Highlight: 01/02/2018** |
| **Brief notes from supervisory meeting(s) since last Highlight**  My focus this week was to implement the code researched during the previous work. I have managed to create the classes containing the Maze data under 2 different forms for testing purposes. The first one is a two-dimensional Array and the second one is a list. I have also managed to implement the Binary Tree algorithm allowing for basic mazes to be mathematically generated. My new supervisor advised me to properly outline a more realistic MVP of the project to prepare it for the module. |