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| **PRCO304: Highlight Report** |
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| *Brief review of work undertaken (and comparison with work planned) since the last Highlight, including details of any products. Identification of any issues of concern that have arisen since the last Highlight, and any previous issues that are still a concern.*  After finding a suitable implementation of the favoured AI technique, Bayesian I decided to look into progressing with the project to test out the application of the AI system.  Knowing that I am going to be using Unity I set out a new project and created rough implementation of a movement system. This allows the user to move a character around a chess like board given its movement parameters, then moves the character along the terrain using the A star path finding algorithm. Now I have this in place I hope to replicate the AI example I found during my research which moves two characters around a map, one trying to learn the others strategy with the end goal of catching the opponent, whilst the other character has to avoid being caught. Along with the basic movement work, I have structured the character models along with very basic implementation, a strong base structure will lead to a code base that is a lot more reliable, even if the time to complete this initial work is increased.  The last part of my work this week was research into 3D modelling tools, e.g Blender, Maya. I decided to use blender as I have a little exposer to this in the past, it has proven extremely difficult to learn the program as it goes into extreme depth, and however I am able to create very simple models that will serve their purpose within this project. |
| *Brief plan of work for the next week (derived from the current stage plan).*  *Next week I will be looking into implementing the basics for the AI technique, after this work I should know if it is going to be too much to complete, where the time could be spent elsewhere to improve the project. I will continue the structure of the project from a high level as the development expands, this will include additional diagrams, rough notes and other means of preparation. I will be looking at an appropriate way of dealing with the statistic algorithms e.g. attacking, defending chances. As this is going to be one of the core features for this game.* |
| *Brief notes from supervisory meeting(s) held since the last Highlight (including meeting date(s)).*  No meetings have been held. |
| *In the case when a stage has completed since the last Highlight, a brief review of whether the stage’s objectives, deliverables and timescales were met (or not).*  No stage was completed this week as a lot of work has already started to seep out of sync, next week I will be trying to restrict the ad hoc development and stick to the initial time frame, as this was created to help keep everything up to date and give me the awareness of how much is needed to be completed within the remaining time. |