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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.*  This week I have been completing some more basic functionality for the game and its core mechanics. This is expanding on the players moving around the map, as well making the movement look for fluent opposed to the blocky movement that was in place. I have been constructing the AI technique on paper, testing the algorithm with a series of test data, it looks promising however the favoured technique Bayesian seems to work best when the number of possibilities are limited, however in this game there are going to be hundreds of different acts that the AI can take and this is going to take a lot of calculating to find the best route for the AI. This of course can be broken down into several sections and elements; however I am unsure how this would work without mapping it out properly.  I have sent a little bit of time researching into UI and a theme that I want to apply to the application, although this is not a very important aspect of the game it will help it look for professional. |
| *Brief plan of work for the next week (derived from the current stage plan).*  *I am going to continue working on more of the main mechanics because without them in place, I am unable to plug in the AI technique. Once I have 3 or 4 core mechanics available e.g. Moving, attacking then I will be able to give the AI the options to choose from and let it evaluate its options. Alongside this I am going to continue with some of the basic UI as this needs to me in place to allow human interaction with the 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. The AI is defiantly going to take up a lot of development time, so getting as much done early and keeping it organised will allow for a greater time on working on the AI. |