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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.*  As stated last week I was aiming to complete 3-4 core mechanics and add in enough UI to make it easy for human interaction. I am pleased to say that I have added and completed the core mechanics I set out to complete Attacking, Moving and the use of spells as well as adding enough UI to make the game playable through interactions. Now this has been completed I have started the very basics of adding in what I believe to be a suitable implementation of the Bayesian statistical AI technique, this will allow the AI to assess their options, highlight which one is going to be most beneficial to them and complete said action. This is going to take some time to implement and get correct as there are hundreds of different options the AI has at any one given time. Ensuring that this is done correctly is going to be a key point in the development stage. |
| *Brief plan of work for the next week (derived from the current stage plan).*  *Over the next week I am going to be adding to the AI implementation, and addressing any issues that arise during the development stage. During the week the game functionality isn’t going to be expanding very much as the focus has changed to AI. I hope to have the AI choosing whether or not they should move towards or away from the opposition as well as if they should be attack, defending or completing another action that will give them an advantage. I understand that this is a very high level explanation of what I aim to achieve, but seeing as it is new to me a lot of this work is going to be learnt whilst developing.* |
| *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).*  This week I have completed development stage one from the timeline (Minimal functionality) which is also on time. This is great to see as I am back on track with where I initially set out to be. The next area of work is development stage two which consists of additional functionality, and the main goal for this is the AI integration. At the moment there isn’t a complete design for the application as I am still unsure how well the AI is going to work, during development stage two I will soon have a better idea of whether or not this is going to be a key aspect of the game and I will have a better understanding of how much time I need to spend on it or other areas of the game. This will allow me to expand on the design of the game before going any further. |