

## **Report from project meeting: Bachelor's Thesis 086**

Time and date: 13:00-14:00, 31.01.2020

Place: Offices

Attending: Sindre, Sigurd, Kenneth

Not attending: None

Chairman: Sindre

### **Agenda:**

Requirements

### **Requirements:**

Line of sight (IMPORTANT)

Highground -> see longer (not spec), see down

Lowground -> not see up to highground

Performance, as little as possible

Mine: Can only see 1 layer, but should be customizable (ie. unit can upgrade to see 2 layers, 3 layers etc).

CUSTOMIZABLE

E.g. gain vision to other or enemy units

Delayed losing vision (on unit destruction)

Blocking vision:

Natural walls, trees, mountains, rocks etc

Buildings (friendly and enemy)

Idea: pre-baking tile vision

Save what tiles have vision to what in a file

Not necessarily the visuals

Height is not in the game, so lower priority

### **Priority:**

Logic and visualizing