

# Bachelor's Thesis 086

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## Week Report #9

Week of the year: 11  
Date written: 14.04.2020

### Done this week:

- Optimized DDA and FOWManager using various means.
- BitArray was swapped with arrays of Bytes.
- Update FOW now happens on a configurable timer.
- Lists were swapped with HashSets.
- Foreach statements swapped out with Parallel.ForEach.
- Profiled for problematic areas.
- Removed excess code.
- Solution now sets the Color Array directly, instead of setting a byte or index array first.
- Research on Unity Jobs and Unity Entity Component System (ECS).

### Project Status:

Results:	Good
Calendar time:	Good
Work time:	Good

### Problems:

None.

### Solutions:

None.

### Tasks next week:

Next week is exam time. Will only be looking to test out ECS.