

Bachelor's Thesis 086

Sindre Haugland Paulshus

Week Report #7

Week of the year: 9
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Done this week:

- Made weekly report 6.
- Iterated on the integration solution in Dwarfheim using a Singleton and unit scripts.
- Optimized the algorithm to turn on/off FOW.
- Experimented with bitarray to png with transparency, then placing it on a plane (showing it, a new visualization).
- Implemented the bitarray to png in Dwarfheim.

Project Status:

Results:	Good
Calendar time:	Good
Work time:	OK

Problems:

- Worked a little less this week.
- The new visualization needs improvements, as it does not take into account that the camera view is tilted.

Solutions:

- Work more!

Tasks next week:

- Improve the new visualization of the FOW, probably using shaders.