

Bachelor's Thesis 086

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Week Report #6

Week of the year: 8
Date written: 24.02.2020

Done this week:

- Made weekly report 5.
- Ported the FOW solution to the Dwarfheim project and integrated with their wall and resource grid.
- Made a simple visualizer for the FOW in Dwarfheim, just to see if it worked.
- Held a meeting with the supervisor.
- Optimized edge tile calculation by using octants.

Project Status:

Results:	Good
Calendar time:	Good
Work time:	Good

Problems:

The Dwarfheim Unity project is so big that my computer is very slow when I try to run it. That makes testing solutions slower.

Solutions:

I have downloaded the project to my desktop PC and will work from there more.

Tasks next week:

Will continue to integrate the solution with the game.