

# **Bachelor's Thesis 086**

Sindre Haugland Paulshus

## **Week Report #16**

Week of the year: 18

Date written: 12.05.2020

Done this week:

Wrote theory about game engines, RTS, Fog of War, Line of Sight and Burst.

Finished the theory section.

Begun the choice technology and methods part. Wrote about vision, drawing lines, iteration and parallelization.

Project Status:

Results: Good

Calendar time: Good

Work time: Good

Problems:

None.

Solutions:

None.

Tasks next week:

Finish technology, results and discussion.