IMAT3451 Project Contract

Student Name: Anjuma Rouf

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Programme: Games Production

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Project Title: Anjie's Arcade

Project Proposer: Self

Supervisor: Salim Hasshu, Senior Lecturer, salim.hasshu@dmu.ac.uk

Introduction:

This project is of game development nature and will explore progress and development of coding, modelling, and design skills. Concept of the game is an arcade theme with minigames focussed on UI animations and transitions.

Project Background:

The project comes from a background of wanting to implement UI in a wider context and be able to use it as a focus in games development. The idea allows me to develop my UI skills as well as expand my skills in other areas such as 3D modelling and Level design. The Games industry as a whole has a variety of arcade themed games with various themes and ideas and this idea explores a newer side with the added focus on UI. After some research, successful examples of UI in games such as Tomb Raider, Skyrim and Deadspace. All of these games and more provide valuable examples of how UI can improve the experience as a whole.

Aim/Objectives/Deliverables

Aims:

Main aim of the game is to have a playable character that can walk around a 3D scene set in a bar. Bar will have different arcade machines that can be interacted with and played. Each game will open a screen that allows you to play the described minigame and gain scores. The Bar itself has multiple things the player can interact with such as objects and NPCs such as a bartender.

Objectives:

- Research different UI techniques and see what works well and what doesn't
- To have a working character that can move with desired animations in correct directions.
- Character can interact with different objects in a scene.
- Have different arcade machines in scene that can be interacted with and transition to minigame.
- To having functioning UI elements with gameplay aspects.
- Have a functional 3d Scene with Accessible minigames through UI.
- Working main character that can interact with objects throughout the scene and access minigame functionality.
- Have functioning Main Menu with customisable settings for main game such as volume and different music tracks.
- Have a minimum of 3 working minigames the player can play inside the arcade room.

Deliverables:
- Project Contract
- Project Plan
- Ethics Review Form
- Appendices
- Requirements
- Game Design Document
- Technical Design Document
- Test Plan
- Initial Prototype
- Final Product
- Final Report

Resources and Constraints

Windows PC required with minimal specifications and Windows 10/11 operating system.

Sources of Information
- Internet tutorials of initial ideas and inspirations for different models and level designs.
- Unity Engine Documentation
- Mixamo for models and animations
- Free3d for models to use in background and fill space.
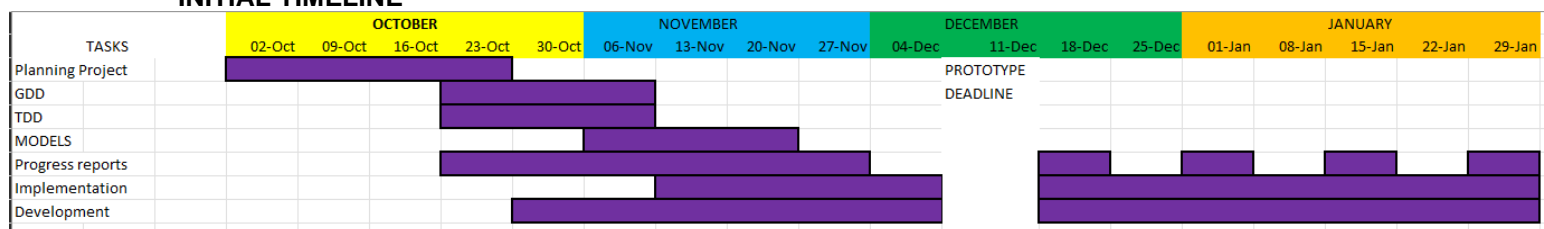- Library, books, papers

Risk Analysis

Illness:

I plan to always work ahead of schedule so that if a hurdle such as sickness comes up I will already be ahead of schedule and plan to keep working at the same pace as intended.
Other Modules:

I plan to balance the work with other modules ensuring to prioritise sooner deadlines and work ahead of time.

Schedule of Activities

INITIAL TIMELINE

TASKS	OCTOBER					NOVEMBER				DECEMBER				JANUARY				
	02-Oct	09-Oct	16-Oct	23-Oct	30-Oct	06-Nov	13-Nov	20-Nov	27-Nov	04-Dec	11-Dec	18-Dec	25-Dec	01-Jan	08-Jan	15-Jan	22-Jan	29-Jan
Planning Project										PROTOTYPE								
GDD										DEADLINE								
TDD																		
MODELS																		
Progress reports																		
Implementation																		
Development																		

Student: Anjuma Rouf   **Date: 20/10/23**

Proposer: Self   **Date: 20/10/23**

Supervisor: Salim Hasshu   **Date_____**

Then keep the signed copy somewhere safe: include it with your Initial Submission. Your supervisor will require a copy as well.

INTRODUCTION

OVERVIEW

This project is an UI focussed arcade style game where the player can play different minigames within it. The research for this project will look into different arcade games that have done well such as Minecraft Hypixel which have integrated minigame functionality very well in its areas. The project will also look into UI/UX development and what kinds of UI works well in different games. I will also look at what games have done UI well and what games haven't, I will discuss the games and what areas have inspired my project and how I will showcase that. Overall, the mains focusses for this project is to learn more about UI/UX development and how it works with different contexts and what roles it can play in the overall experience.

MOTIVATION

The main motivation for this project is that it gives me the chance to work on my strengths and improve my weaknesses. I want to work on my UI within the game development aspect as its what I want to specialise in. I also enjoy arcade games and wish to create one with my own twist and weave my UI skills into this and make something unique.

AIMS AND OBJECTIVES

The goals for the research is to find what kinds of UI does well and how it can be utilised in the project, to create an immersive and enjoyable experience for the user. The research also aims to look at different arcade style implementations within games such as Minecraft's Hypixel server and different games that have done UI well. A goal is to look at these games and learn from how they engage the player and how they make compelling UI and minigames that players always come back to.

SCOPE

The research will be limited to UI in games and different arcade implementations as these will be the focus, these areas will help impact the development of the project the most. UI can branch out to any device that uses any kind of interface and so has a vast range of different areas and roles. UI is used in various contexts such as; Mobiles, Smart home systems, Medical machines, anything that uses any form of computer that allows the user to access certain features and control aspects and set settings. I have chosen to limit my scope to primarily games and general on screen User Interfaces.

INTRODUCTION

The main focus for this research has been to look into different games and their UI/UX as well as arcade style games that have worked well. A games experience varies based on variety of factors such as usability, genre and difficulty level. The User Interface for these factors can drastically change the whole experience and as such its very important to get it right for an application to work successfully. The research includes looking into what games have succeeded in creating an intuitive and visually pleasing interface, and then what games haven't done well in these areas. All games have areas and aspects where they did better and worse, part of the research is evaluating where they went wrong and where they did well.

RESEARCH

What is UI/UX:

UI or User Interface is the means that a user can interact with a computer using visual imagery and words. UI designers work on making these interfaces look visually pleasing and easy to understand. Designers should think about how easy to read visuals are and visualise from the perspective of a user. Using appropriate colours also plays a big part into how UI is perceived with different shadows and making certain aspects pop out more to the user. [Appendix (1)].

UI in games:

The most common forms of game UI are Diegetic, Non-Diegetic, Spatial and Meta. [Appendix (5)]

Specifically for games the interface design focusses on visual cues to guide players to take a specified action, this can include highlighted direction signs or on-screen actions such as "Press X to do this". This can include use of colours and shadows as well as different animations that make certain buttons pop in and out. [Appendix (1)]

Many games use a HUD (Heads Up Display) which houses majority of the key UI elements, it often includes all the information the player needs to see all the time such as health, mana bullets etc. When it comes to UI design making these elements be the most visible plays a huge role in the whole gameplay. [Appendix (2)]

From experience in various games having a simple HUD makes all the difference in the gameplay. Taking elements from this method of UI will allow me to apply them to my project.

Successful UI in Games:

There are many games that have failed in making immersive UI and many that have succeeded, researching these games I've found that the games with better UI have focussed on making the player experience much smoother and effortless to explain the gameplay.

Firewatch:

A game called Firewatch has received good feedback on its UI as it has a very minimalist design to match the nature of the game. It doesn't give the player more visuals than it needs to and shows more when the player explores further and completes more actions. It primarily uses Non diegetic UI such as the controls on the corner and Quest panels.
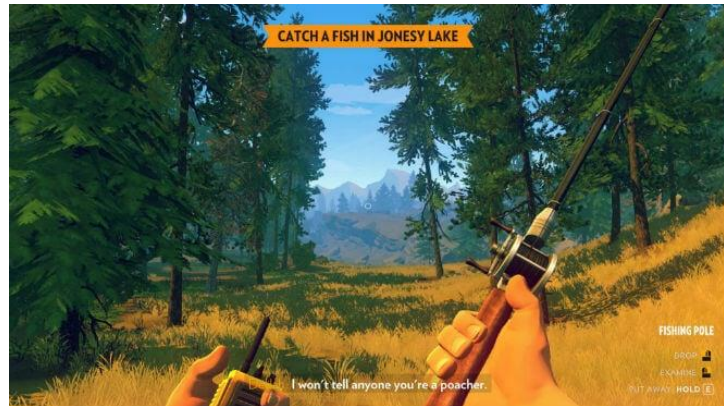
Appendix 4

Appendix 3

Genshin:

I also looked at Genshin Impact to research UI as I find this game does it well. From playing this game I found that the UI only shows up to the player when its needed, so it doesn't clutter the screen. The game itself has many aspects that require display such as damage points, enemy health bars, quest titles and tasks, gameplay tutorials, enemy information, character names and party information. The game goes between using Non-Diegetic UI such as the health bars and using Diegetic Ui such as shining objects to indicate to the player it's a point of interest as its within the world and story. I like having more shining effects within the game, as it makes the objectives more visible and so helps game progression.

Many of these aspects only show to the player when needed instead of just a cluster of screens of information which could potentially overload the player and then they can't retain any of the information. For example, the gameplay tutorial popups for Genshin only show when the player approaches a certain puzzle or world object that requires story or gameplay instructions to it.

I feel this approach to UI works well and will use it in my own project by displaying UI and information when its needed instead of all at once. Firewatch also has a good structure to its UI that is like Genshin which I will take inspiration from.

Minigames:

For minigame style research I looked at Hypixel as it has a base world and then access to more worlds within it, like my project.

Hypixel:

Hypixel is originally a Minecraft server that hosted a variety of different minigames within it from different arcade games like Skywars, Bedwars and The Walls.

From playing these games I found that having access to multiple minigames works well as it gives the player various options to choose from. It uses spatial UI, above the interactable objects to access the game, to display high scores and people currently playing each game. I found that using the UI in this sense makes the world feel more immersive as its not just displaying the Information to the screen but instead involving it in the world.

ANJIE'S ARCADE GDD

OVERVIEW:

The main premise of the game is an Arcade Room with different game machines that the user can play. Each machine is a different game that the player can attempt freely and reach different high scores. The player can interact with different objects around the room. This includes NPCs and machines that will give different reactions based on what's being interacted with.

STORY:

The player is as themselves when the game begins and is placed at the entrance of the Arcade where they are then able to enter the room. Inside is a room filled with colour and games and a lively environment. Upon entering the room there is different sections where they can go, such as Cozy Corner, Game Central and Drinks Galore.

FOCUS AREAS:

UI:

One of the project focusses is UI where different levels of UI animations and transitions will elevate the whole game experience. From research the main success point was having UI that only appeared when it was needed. One of the aims is to have more immersive UI elements such as floating stats, scores and menu buttons in order to achieve this. As well as this having smoother transitions between scenes is also a key focus for the game. This includes scene transitions between the main arcade lobby and going into the minigame scenes.

Majority of the UI will be non-diegetic as it is mainly menus and displaying information such as scores and collectible pop ups, as such they will only appear when necessary learning from my research.

MINIGAMES

The main premise of the game is the Minigames that can be played. Within the arcade will be a minimum of 3 playable games that the player can play independently of each other. Each game will be different and have different aims and goals. They will have their own scoring system within them, and the player can view those in the Arcade Room. Research shows having visible scores above each game means a better visual appeal.

ARCADE ROOM:

The main arcade room for the game will be divided into 3 sections, each of which have different themes and atmosphere. The models and lighting will represent how the rooms feel as well as the music in each section. The bar corner will have subtle music with tables and bar. The cozy corner will have more comfortable items such as sofas and bean bags as well as a table for board games and more relaxing items.

The minigame corner will be where the player spends most of their time, it will include the arcade machines that have all the main gameplay. There will be bright neon lighting and game noises in the background. There will be various machines and board games and other visible games like darts and dice on tables.

Learning from research, having bright visuals with UI integrate with the world makes for a more immersive experience.

GAMEPLAY:

The premise of the game is that the player (You) is welcomed by a Main Menu set in front of an arcade. The player can then enter the room and have access to a multitude of features such as different minigames and interactable objects. Each minigame will have its own aims and goals and scoring system that the player can play with.

GAME EXPERIENCE:

Walking around:

The player will be able to walk around at a steady pace in the main Arcade Lobby. The player will have a simple UI shown to them with a pause button and the current high scores they hold. The score screen will be toggleable, so the player doesn't have to see it all the time.

Music and ambience:

The Arcade atmosphere will match the theme of the rooms which are more quiet relaxing vibes with the arcade machines making subtle noises, there will be light music also playing and around the bar area that the player can go to. The Lighting in the room will be mostly dark with bright spots such as LED lighting effects and brighter neon aspects around various areas and brighter in more busy areas of the rooms.

Minigames and interactions:

The minigames are the main focus as the player will spend most of their time. Each game will have its own machine that the player can walk up to and access, they will much more visible and brighter compared to other objects within the room.
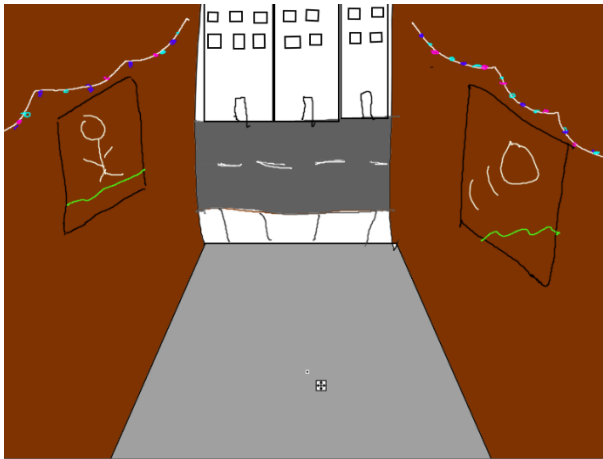
OUTSIDE STREET

The Opening scene to the game will place the player outside a door set in a bright city alleyway filled with lights and vibrancy. The drawing is a rough plan of what the player will see when they enter the game. The player can go as far as the alleyway ends and cannot go out onto the main street.

INDOOR ARCADE ROOM

The Arcade area will be split into 3 sections, each section is a different room the player can explore. The main focus will be the minigame room as that's where the arcade machines are and where majority of the gameplay will happen. The rooms will be filled with various furniture and decorations to give the space more liveliness and immerse the player into the space more. The added lighting will also add to this similar to that of real arcade machines.

MECHANICS:

MOVEMENT:

- Main player movement
  - Walking: The player will be able to walk around in all directions using WASD controls and arrow key controls.
  - The camera will follow the player and rotate with left and right keys.

INTERACT:

The player will be able to interact with different things using a key on the keyboard. For example, the following things can be interacted with in the game.

This mechanic will also use spatial UI to show the player what can and can't be interacted with and will be visible in the world space.

Minigames:

This allows the player to access a minigame by interacting with it, they can do this by moving towards a game machine and pressing the interact button that will be indicated by UI.

Objects:

Certain objects within the lobby will be interactable and when done so some text will pop up with funny comments and information about the object that's been interacted with.

NPCs:

Within the Arcade Room and lobby there will be characters that the player can talk to. The dialogue between them will be minimal as the main focus is to get the player to play the games instead of talking to NPCs most of the time.

UI

MAIN MENU:

The following is a rough mock up of how the main menu screen would work. The panels would contain the needed game elements and changeable settings such as overall audio and a controls screen. When play is clicked the UI will disappear and player can enter the arcade room in front of them.

ANJIES ARCADE

SETTINGS

PLAY

CONTROLS

QUIT
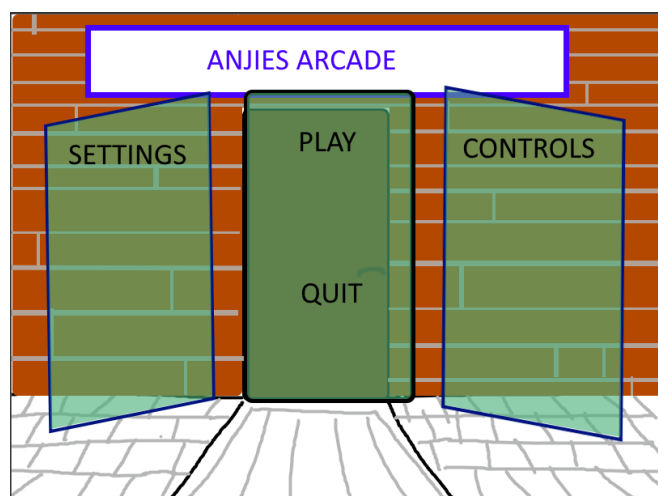
PAUSE MENU

The pause menu will include options such as settings and a page to view controls. Pausing the game will also stop time flow within the game so the player does not lose the game or have to restart while the pause menu is open. From research it was found that unnecessary elements create a negative effect to the player so chosen so the UI will be limited until it is needed. The menu will look similar to the main menu with its design and floating elements. Depending on the minigame it may look different such as a 2D setting the menu will be flat 2D like the game it corresponds to. Each panel will only have what information is needed and when the player is suited to see it.

HUD

From research , having a minimalistic HUD works well within games as it doesn't clutter the screen and provide unnecessary information at the wrong times. As such for the main HUD the player will only see their player's name and the minigames available. In one corner of the screen there will be base controls such as Moving and Interact.

TRANSITIONS AND LOADING SCREEN

For each minigame there will be a short loading screen with a bar to indicate length of loading time. This will also be used for any scene changes in the menu aspects of the game. These will be followed by scene transitions to give the game a more smooth and stable aspect.

The UI itself will have transitions instead of simply appearing and reappearing when needed, this will include loading screens instead of sharp scene changes and softer screen changes.

MINIGAMES:

After researching different minigames such as the Hypixel server, having each minigame being simple in structure and gameplay makes for better replayability.

ENDLESS RUNNER:

This minigame is a simple endless runner that gets fast as the game goes on. Throughout the level will be collectibles and a timer will also run alongside the player so they can keep track of how long they lasted

Mechanics:

- Running will be the main feature in this minigame, as time goes on the player will get faster and faster making it more difficult to dodge obstacles.
- Dodging will be something the player does however this is done by moving left and right as the player runs forwards.
- A timer will also be a feature as it gives the player incentive to beat their previous score.

Collectibles:

- The main collectible in the minigame will be coins. Each coin that is collided with will give the player a point.

UI:

The UI for this minigame will use non-diegetic UI to show the necessary information such as when a point is scored a popup animation will appear indicating them of this. From research this was found to be a good method to implement UI as it doesn't clutter the screen for the player and keeps things simple.

A timer will also be present to the player, it will periodically disappear to not distract the player from the game and will appear when certain milestones are hit.

This minigame is a simple maze that the player must navigate around, throughout the maze will be collectibles that adds to the players score and different landmarks and pointers to help the player navigate throughout.

Mechanics:

- The maze will use the same moving function as the main character in the lobby and use WASD keys to move around the 3D maze and find the coins.

Collectibles:

The main collectible for this game will be Coins, they will be scattered around the map for the player to find. All the coins must be found as well as finding the exit door to finish the level.

UI:

This minigame won't have as much UI as there isn't as much information or controls that need to be displayed to the player, as such this game will only have popups for when collectibles are collected and when the level is complete. There will be some hot bar buttons such as pause and go back.

This minigame will be a 2D chasing game where the player needs to move around the map to avoid enemies and survive as long as they can.

The following is a rough sketch of how the game will look. The player will be centred in the screen, and they have to dodge the enemies to survive.
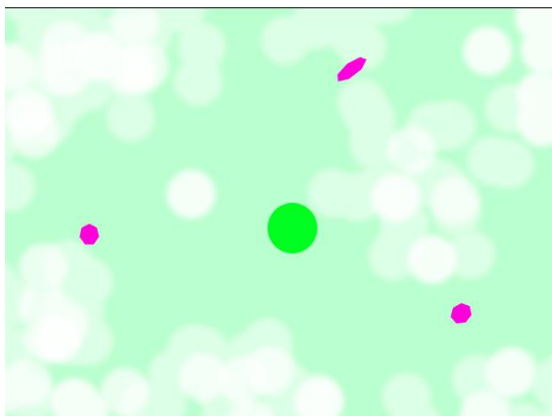
Mechanics:

There will be a health system in the game where the player will have 3 set lives and each time they are hit, they will lose a life.

The player will use WASD keys to move around the map and a steady speed.

Enemies:

The enemies in this minigame will fly around and toward the player if they get close enough to target. When the player is out of range they will stop and keep moving

forward. The player must manage their movement and avoid being hit whilst also collecting collectibles around them to progress the game.

Collectibles:

Collecting an item will make the player slightly slower for a short period of time before going back to normal speed. This is to give the player more sense of danger instead of being able to just endlessly fly around without getting hit.

UI:

The UI for this minigame will be non-diegetic as the only UI visible to the player will be the points added popup. As it is a 2D game it will appear shortly on the screen before disappearing to reduce distraction and provide focus on the game.

AUDIO:

ARCADE SOUND EFFECTS

- o Beeping machines
- o Music
- o Glasses from bar

GAME SOUND EFFECTS

Each minigame will have their own sound effects that relate to them.

Endless Runner:

- Running sounds
- Collectible sound

Maze:

- Music playing in levels.
- Collectible sound effects.

Fly Away:

- Enemy sounds
- Background music
- Collectible sounds

BONUS MATERIAL:

In future the game could have different Minigames that are more complex in nature and can include more advanced Arcade lobby interactions such as a dialogue system between NPCs and even multiplayer capabilities.

ANJIES ARCADE TDD

FOCUS AREAS

LEVEL DESIGN

ARCADE ROOM:

The models and lighting will represent how the rooms feel as well as the music in each section of the arcade room.

Each arcade machine will have floating UI set in world space canvas in form of spatial UI that I learned from research.

There will be bright neon lighting using the material emission feature and game noises in the background. These will be attached to objects that each sound relates to.

UI

MENUS:

The main menus will use a world canvas and panels to navigate through the options such as the settings and controls screen. From research having UI set in the world makes it more immersive and interesting. Each button will have its own function that leads to different panels and menus.

SCENE MANAGEMENT:

The scene management will be controlled in one script that holds all the functions for switching between the scenes including the transitions for them. It will use Unity's built in Scene Manager library.

HUD:

For the main player HUD there will be an empty object attached to the player which will manage all the UI as it will be controlled in world space to give the UI a floating effect instead of stuck to the screen. The players interact indicator will also appear next to the object in world space, instead of the screen in the 2D canvas space.

MAIN CHARACTER

MOVEMENT:

The characters movement will use the horizontal axis to allow the character to move forward and backward. The player will have the main camera attached to them and can rotate the camera left and right to change the direction in which they are moving and to also change the camera direction.

Animation states:
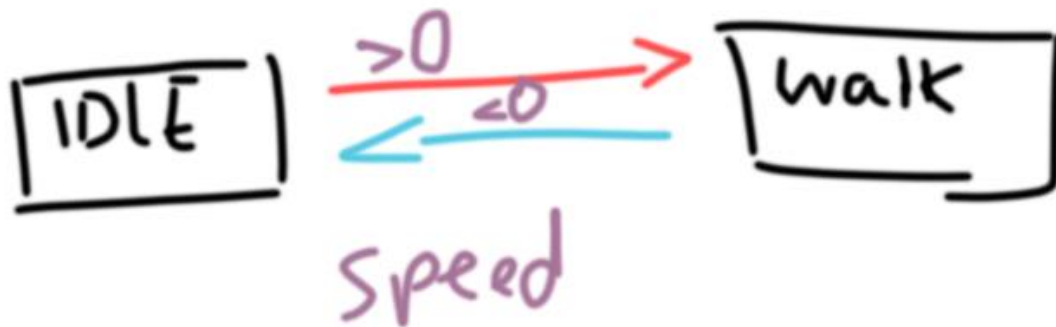
INTERACT:

This feature will primarily be used as a means to access the main functionalities of the games, it will use colliders to detect when the player is realistic range to interact with an object. Once in range a UI popup will appear to indicate this to the player and allow them to press a button to start the interaction.

MINIGAMES

For all 3 minigames the mechanics will be very similar and so can be condensed to improve code efficiency and not repeating same logic over and over.

Collectibles:

The collectible functionality will be the same for each minigame. The items will use colliders to determine if it has been touched by the main player, doing so will increase a score integer that is stored on the player. This will display the players current score on the UI.

Scoring:

The scores will be saved using the built-in PlayerPrefs system within Unity.

MAZE

MOVEMENT:

The movement for this game will use Vector3d and use the main horizontal and vertical axis for movement, the characters velocity will remain in a constant state so that the player doesn't speed up as they move further.

FLY AWAY

The player for this game will have 3 health points which will be stored in the main player class as a variable. When the play loses health points to enemies, it will go down and the player will lose the game and have to restart.

MOVEMENT:

The is a 2D game so the movement will use the Vector2D axis to move the player around the screen.

ENEMIES:

Enemies will start by slowly following the player around the screen, it will use the MoveTowards() function and remain at a set speed. As the game goes on the enemy speed will slowly increase which will make it harder for the player to stay alive.

When the player gets hit by the enemy the collider will trigger and the player will lose a health point.

ENDLESS RUNNER

MOVEMENT:

The movement for the character will start at a set speed, a timer will be used to determine how fast they go, the longer the player stays alive the faster the player moves which increases the difficulty of the game.

COLLISION:

When the player hits a collider, in this context will be an obstacle on the track the game will end.

AUDIO AND VISUAL DETAILS

GAME SOUNDS AND MUSIC:

Music for the game will be attached to an empty object in the scene that will handle all the background audio. Each room in the main arcade room will all have its own collider, depending on which room the player is stood in a different soundtrack will play to represent the room they are in

Each minigame will have different sound effects will play to represent the action taken such as collectibles being hit and collected and enemies hitting the player.

GAME ENGINE

UNITY

The game will be made in Unity 2022.3.4f1 as it provides long term support and engine documentation.

HARDWARE/SOFTWARE REQUIREMENTS

The game will be PC only.

- CPU: Intel Core i3 3210 or equivalent
- RAM: 4 GB RAM
- STORAGE: 2GB for base files
- GPU: Intel HD Graphics 4000 or AMD Radeon R5 series | NVIDIA GeForce 400 Series or AMD Radeon HD 7000 series
- OS: 64-bit Windows 7 or later

Screen Resolution: 1920 x 1080

APPENDICES

WHAT IS UI?

[1]

User interface (UI) design is the process designers use to build interfaces in software or computerized devices, focusing on looks or style. Designers aim to create interfaces which users find easy to use and pleasurable. UI design refers to graphical user interfaces and other forms—e.g., voice-controlled interfaces.

What is User Interface (UI) design? - updated 2023 (2023) *The Interaction Design Foundation*. Available at: https://www.interaction-design.org/literature/topics/ui-design#:~:text=User%20interface%20(UI)%20design%20is,focusing%20on%20looks%20or%20style (Accessed: 03 December 2023).

[2]

(Author Gabrielle van Welie Share et al., 2022)https://www.sketch.com/blog/game-ui-design/ (Accessed: 03 December 2023).

[3]

Game ui database (no date) *Game UI Database*. Available at: https://www.gameuidatabase.com/uploads/Genshin-Impact01032021-021300-20448.jpg/ (Accessed: 03 December 2023).

[4]
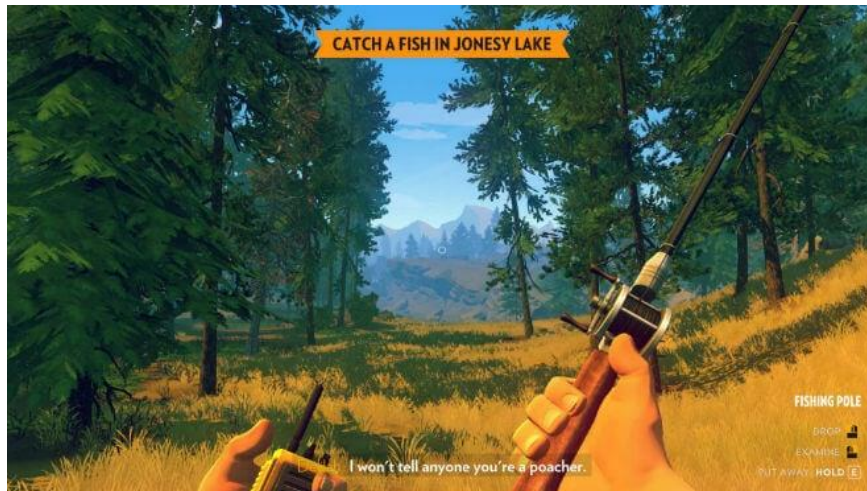
Tyler, D. and About Dustin TylerInitially focused on web dev (2023) *10 inspirational game design user interfaces*, *Video Game Design and Development*. Available at: https://www.gamedesigning.org/gaming/user-interfaces/ (Accessed: 03 December 2023).

[5]

The main 2 questions when it comes to Game UI is, Does it exist in the games story? And does it exist in the games space?

The most common forms of game UI are designed with a Non diegetic style which is that the UI doesn't exist in the story or space, the most used example of this is features such as stat bars that simply display information to the player. Diegetic style UI exists in the story and space, an example of this is a cars speed that can be displayed to the player on the main HUD instead of being inside the car where it would be too small for the player to see. There is also Spatial UI that is in the games world but isn't in the story, an example of this is highlighted roads or imagery to take the player in the correct direction. The final method is Meta where the UI is part of the story but isn't in the world, an example of this when the players view goes red to indicate they have been hurt or low on health.

Bowers, M. (2019) *Level up: A guide to game UI (with infographic): Toptal®*, *Toptal Design Blog*. Available at: https://www.toptal.com/designers/gui/game-ui (Accessed: 03 December 2023).

IMAT3451 FINAL YEAR PROJECT - Global Checklist

The University requires all undergraduate final year projects students to undertake a global review of their project. Here is an International Impact Checklist for you to complete, which can be done in consultation with the project supervisor.

Student Name   **Programme**

| Anjuma Rouf | | Games Production |

Project Title

| Anjie's Arcade |

Please indicate which of these possible attributes is addressed by your undertaking of this project.

Possible Global Experience	Addressed by Project
Ability to work collaboratively: teams from a range of backgrounds and countries	
Excellent communication skills with a sensitivity to speaking with and listening to non-native English speakers	
An ability to embrace multiple perspectives and challenge thinking in a range of cultural context	
A capacity to develop new skills and behaviours according to role requirements	✓
An ability to negotiate and influence clients across the globe from different cultures	
An ability to form professional, global networks	
An openness to/respect of a range of perspectives from around the world	

Multi-cultural learning agility (i.e. able to learn in any culture or environment)	

Brief description of how the ticked attributes have been addressed:

Option 4: I've ticked this option because I intend on developing new skills with UI development as well as improve current ones such as programming skills.

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Signature of student ~~ARoux~~_____ Date _____

Signature of supervisor _____ Date _____

IMAT3451 Final Year Project Periodic Progress Report (PPR)

Programme/Course Title: Games Production

Name: Anjuma Rouf   Assessment Period: w/c 16/10

Project Title: Anjie's Arcade   Report Number: 1

_____

Objectives for Period: (refer to previous report)

- Complete Project Contract Draft with relevant information to project
- Complete first project meeting report summarizing progress for the week.
- Finalize Project idea with rough plan and timeline to start progressing through deadlines.

Summary of Progress for Period: (identify evidence of progress)

- Email sent to Supervisor with Project Contract Draft
- Email sent with first Project Report.
- Project timeline has been completed and sent via Email with Contract Draft

Problem Areas and Suggested Solutions:

- No problem areas as of this week

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Objectives, Deliverables & Plan for Next Period:

- Submit final draft for Project Contract
- Submit Week 1 Progress Report
- Complete Project Timeline
- Start initial Development of project, gather resources such as models and references

Date of Next Review: 27/10/23

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Student's Signature: Date: 20/10/23

Comments (if any):

IMAT3451 Final Year Project Periodic Progress Report (PPR)

Programme/Course Title:

Name: Anjuma Rouf   Assessment Period: w/c 23/10

Project Title: Anjies Arcade   Report Number: 2

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Objectives for Period: (refer to previous report)

- Submit final draft for Project Contract
- Submit Week 1 Progress Report
- Complete Project Timeline
- Start initial Development of project, gather resources such as models and references.

Summary of Progress for Period: (identify evidence of progress)

- Submitted Contract Draft
- Submitted Report 1
- Created Draft Gantt Chart

Problem Areas and Suggested Solutions:

- No problems as of this week.

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Objectives, Deliverables & Plan for Next Period:

- Draft GDD and begin TDD draft
- Submit Ethics and Global Checklist
- Complete and submit Project Contract
- Gather links and resources for research and development.

Date of Next Review: 1/11/23

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Student's Signature: Date: 25/10/23

Comments (if any):

IMAT3451 Final Year Project Periodic Progress Report (PPR)

Programme/Course Title: Games Production

Name: Anjuma Rouf   Assessment Period: w/c 13/11

Project Title: Anjies Arcade   Report Number: 3

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Objectives for Period: (refer to previous report)

- Draft GDD and begin TDD draft
- Submit Ethics and Global Checklist
- Complete and submit Project Contract
- Gather links and resources for research and development.

Summary of Progress for Period: (identify evidence of progress)

- Submitted Ethics and Checklist
- Completed and sent Project Contracts
- Drafted GDD
- Started movement implementation in project.

Problem Areas and Suggested Solutions:

- Sickness for a week, did small tasks throughout then caught up after.

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Objectives, Deliverables & Plan for Next Period:

- Draft TDD
- Gather more models for project
- Research UI/UX terminology and information
- Complete research

Date of Next Review: 22/11/23

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Student's Signature: *[signature]*   Date: 18/11/23

Comments (if any):

IMAT3451 Final Year Project Periodic Progress Report (PPR)

Programme/Course Title: Games Production

Name: Anjuma Rouf   Assessment Period: w/c 11/12

Project Title: Anjies Arcade   Report Number: 4

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Objectives for Period: (refer to previous report)

- Draft TDD
- Gather more models for project
- Research UI/UX terminology and information
- Complete research

Summary of Progress for Period: (identify evidence of progress)

- Completed Literature Review
- Completed GDD
- Completed TDD

Problem Areas and Suggested Solutions:

- Off sick for a week however completed all documents beforehand.

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Objectives, Deliverables & Plan for Next Period:

- Gather models
- Start working on prototype

Date of Next Review: 22/11/24

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Student's Signature: Date: 10/01/23

Comments (if any):