**ANJIES ARCADE FYP REPORT**

**INTRODUCTION:**

What the project is

Basic goals and aims

Intended outcome

**What is UI?**

Diegetic , non diegetic, spatial , meta

UI in games  
Intended UI usage in project

**Project management**

Agile

Trello

Gantt Chart

**Project Plan and Ideas:**

Level Design  
Player Designs  
Gameplay ideas

**Development**

Arcade Room:

* Character
* Design
* Models

Menu

Cat Escape

Runner

Maze

**Hurdles**

Code Problems

Time Constraints

Lighting

**Further Research**

**Future Development**

Other minigames

More features

**Conclusion**