**ANJIES ARCADE FYP REPORT**

**INTRODUCTION:**

**What the project is:**

This project is a game development project where the Player can play various minigames in a setting and explore a very bright and colourful world. The player can access a lobby in which they can interact with various objects and minigames. There are 3 different games the player has access to they can play these games over and over again. Each minigame has a different style of gameplay with different themes to keep the experience fresh.

**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:**

For this project the Agile methodology was used as it was the best style for this project, this is due to the nature of the project as it is a very back and forth process where many different changes occur.

**Trello:**

For this project I have used Trello to organise all my tasks and general project management.

This is my Trello board for this project around halfway through development. A screenshot of a computer

Description automatically generated

As the project is worked on the Trello is constantly updated with new tasks and adjusting any existing tasks. It also allows me to see which tasks I have already completed without having to re check the whole project to find what I have already completed.

To make things easier, I colour coded each square to relate to a particular aspect of the game:

Blue: General Project tasks

Green: Menu Scene Tasks

Pink: Arcade Room Tasks

Purple: Maze game Tasks

Yellow: Endless Runner game Tasks

Blue: Cat Escape Tasks

Having the colours this way makes it easier to see what aspects need more work to be done on them to allow a more consistent time scale on the progress so certain parts of the game are not massively behind others.

**Gantt Chart**

The Gantt Chart for this project was primarily used for managing time on the project in comparison to the Trello which was used for the development portion of the Timeline itself. It allowed the project to be separated into different chunks to allow for time in each so that

**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**