IMAT3451 Final Year Project Periodic Progress Report (PPR)

Programme/Course Title: Games Production

Name: Anjuma Rouf Assessment Period: w/c 12/2

Project Title: Anjies Arcade Report Number: 10

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Objectives for Period: (refer to previous report)

* Start road scene in menu
* Link all scenes via buttons
* Start adding furniture to Arcade Room
* Fix time input bug

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

-Added buildings to menu

-Added furniture models to lobby

-Fixed time stop bug

-Scenes can now be cycled through using buttons

-Adjusted Maze camera to be first person

Problem Areas and Suggested Solutions:

* Had trouble adjusting URP to unity but solved after finding different version

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Objectives, Deliverables & Plan for Next Period:

* Configure lighting for scenes
* Make arcade machine models
* Start UI animations
* Create Trello board and add all tasks and organise

Date of Next Review: tbd/3/24

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Student’s Signature: Date: 16/2/24



Comments (if any):