IMAT3451 Final Year Project Periodic Progress Report (PPR)

Programme/Course Title: Games Production

Name: Anjuma Rouf Assessment Period: w/c 20/11

Project Title: Anjies Arcade Report Number: 4

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Objectives, Deliverables & Plan for Next Period:

* Gather models
* Start working on prototype

Date of Next Review: 29/11/23

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Student’s Signature: Date: 10/01/23



Comments (if any):