IMAT3451 Final Year Project Periodic Progress Report (PPR)

Programme/Course Title: Games Production

Name: Anjuma Rouf Assessment Period: w/c 15/1

Project Title: Anjies Arcade Report Number: 8

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Objectives for Period: (refer to previous report)

ChristmasPeriod  
-Progress Player movements for each level

-Create UI for game

-Create Maze Layout

- Implement UI

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

* Each minigame has basic movement for each character
* Some base UI has been created and added in
* Maze layout has been decided and blocked out

Problem Areas and Suggested Solutions:

* Camera wasn’t working as intended, sought help from classmate

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Objectives, Deliverables & Plan for Next Period:

* Fix camera issue
* Complete movement code
* Start some models for minigames
* Fix Collision issues
* Start UI Implementation

Date of Next Review: 31/1/24

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Student’s Signature: Date: 18/1/24



Comments (if any):