IMAT3451 Final Year Project Periodic Progress Report (PPR)

Programme/Course Title: Games Production

Name: Anjuma Rouf Assessment Period: w/c 29/1

Project Title: Anjies Arcade Report Number: 9

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

Objectives for Period: (refer to previous report)

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

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

* Movement code fixed
* Collision fixed
* Most UI and menus Implemented
* Some models have been made

Problem Areas and Suggested Solutions:

* Game wont allow input when scene is reloaded

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

Objectives, Deliverables & Plan for Next Period:

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

Date of Next Review: 15/2/24

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

Student’s Signature: Date: 1/2/24



Comments (if any):