

Computer Games Development

Project Report

Year IV

[Student Name]

[Student Number]

[Date of Submission]

[Declaration form to be attached]

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// problems solutions, issues unsolved even

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# Acknowledgements

I would like to thank the following people who assisted in completing this project including;

John Doe of ACME who kindly agreed to …

I would also like to thank ICME for use of ….

Use this template when writing your research report. As a rule of thumb, the report should be of the order of 10 pages (about 250 words/page).

# Project Abstract

Replace this text with an appropriate Project Abstract.

This section should introduce the problem domain and clearly identify, justify and explain the solution(s) chosen. Care should be taken to ensure that the summary clearly demonstrates the writer’s expert understanding of the problem domain.

# Project Introduction and/or Research Question

Replace this text with an appropriate Project Introduction.

Present relevant background or contextual material and define any terms or concepts when necessary.

Here you present to the audience what you are doing and why it is important. In essence, please provide an introduction to the project, why was it chosen, the potential impact of this research. You should state a research question (if any) and present the project objectives. This will most likely be a concrete question probably from one specific area, such as AI, Networking, Graphics etc.

E.g., Research Question Example (Networking): What is the effect of threshold size in the dead reckoning approach on player performance and player experience?

Summarize the main contributions of the project.

# Literature Review

Replace this text with an appropriate Literature Review.

The literature review places your research in context. You aren’t the first person to investigate or research a particular topic. Present a short literature review with the following goals:

* Give the reader a good overview of the key concepts;
* Describe the most relevant work (in your own words) that other people have done in this area;
* Use proper academic writing with references.
* Show how the existing work influenced your project.

# Evaluation and Discussion

Replace this text with Results and Discussion.

Describe the results using diagrams such as graphs etc. as appropriate, and discuss what the results mean.

Example: Results indicate that once the threshold gets over a certain point it significantly reduces player performance and player experience

**Project Milestones**

Replace this text with Project Milestones.

Key project milestone dates and measurement on schedule, was project schedule adhered to, effectively planned for delivery on-time or ahead of schedule if appropriate.

**Major Technical Achievements**

What are your major technical achievements?

**Project Review**

What went right? What went wrong? What (if anything) is still outstanding/missing (i.e., still left to do)? If starting again, how would you approach this project differently? What advice would you have for someone attempting a similar project in the future? Were your technology choices the right or wrong ones? If you chose the wrong technology, provide justifications for why you think this. What were the implications of your technology choices?

# Conclusions

summarise your work and findings.

**Future Work**

Indicate what might be some next steps to try (if a student next year was going to undertake a project in this area what might be an interesting thing for him/her to examine?).

# References

https://www.gamedeveloper.com/programming/procedural-dungeon-generation-algorithm

# https://gwlucastrig.github.io/TinfourDocs/DelaunayIntro/index.html

# https://www.geeksforgeeks.org/what-is-minimum-spanning-tree-mst/

# Appendices

Replace this text with Appendices.

This might include ethics application and other relevant material e.g. copy of any questionnaires used.