Mano

NEA Survey Response

The student

Name	Mano
School Email	kulcm003.209@student.foresthillschool.co.uk
Programming Level	4 / 10

Student's project

Description	The Hungarian card game Makaó which I intend to add multiplayer functionality and non-player opponents.
List of languages	C#
List of technologies	Unity
Experience using languages/technologies	Unity - around 2 months
Client	
Client's identity	My father
Client fictional?	No

Student's Progress

Current section	Technical Implementation
List of completed sections	Analysis
Current page count	Analysis - 3, Design - 6
Progress by section	
Analysis	75% < x < 100%

Design	25% < x ≤ 50%
Technical Implementation	25% < x ≤ 50%
Testing	Not started (0%)
Evaluation	Not started (0%)

Other

Implementation concerns	Multiplayer using unity netcode and the non-player opponents
Anything else? (Misc)	

Louis' Comments

General Comments	Given the self-assessed programming skill level and the time constraints of the NEA, Mano's decision to write their project in C# (using Unity) is one which I can only describe as a bold move. Despite this, Mano has made better progress than the majority of their peers. I do note, however, that Mano still has the majority of their design section to complete and has only three pages in their analysis section.
Next steps	I reckon it would be worth checking whether it is feasible for Mano to create the project in Unity using C#. If it is not, Mano should strongly consider pivoting to using Python as the window in which this would be possible is rapidly closing. I can't help with Unity stuff like multiplayer.
Complexity	This project could reach the top complexity band, however, it could be at risk of falling short (putting it in the middle band). While making Unity work is complex, I am concerned that much of the complexity in the final project may be handled by the game engine (and thus not be eligible for marks).

See the next page for detailed complexity band information.