

Project Meeting Notes 21-22

Project Meeting Notes (5% of your module mark) must be submitted using MS Forms only. In order to get a 5% mark for your meetings, you must submit 10 approved meeting notes. The weighting is proportional. The submission deadline is 6/5/22 at 12:00 (noon).

You must seek your supervisor's approval before submitting this, the easiest way is use the student's cartridge and ask them to sign your meeting notes in the cartridge.

Remember to tick "Send me an email receipt of my responses" at the end of this page to receive a confirmation email. Please note that you need to forward the "confirmation email" to your supervisor in order to validate this submission.

1. Student Name: *

Ruya Kumru-Holroyd

2. Project Title: *

Creating a control mapping program for game accessibility

3. Supervisor: *

Dr Jethro Shell

4. Objectives for Period (max 100 words): *

To fully create at least one prototype, and begin the other, complete report for the first deliverable which includes the literature review, functional requirements, system design and indicative test plan. And, to be ready to showcase development so far for the first meeting of the new term with the supervisor and write about it as an implementation report within the first

5. Summary of Progress for Period (max 100 words): *

I have created two basic game prototypes for the project, the first one is a 2D wheelchair basketball shooter and the second is a 3D first-person shooter with mental health themes, both prototypes are very simple and not fully complete however both have fully working controls and movement using default controls of keyboard and mouse, and the key-bindings can be changed within unity due to an InputManager script that was created, Along with this, the first deliverable report has been worked on with a completed literature review and functional

6. Problem Areas and Suggested Solutions (max 100 words): *

This meeting included showing a demonstration of my current code and games and within the 3D first-person shooter prototype, I had trouble with getting a gun to fire a bullet, it would fire off in a different direction. I was using force to fire the bullet but the solution suggested to me was to translate the bullet instead of using force so I could control where the bullet was going a lot easier compared to using forces. It was my first time creating a 3D unity game, so I had

7. Objectives, Deliverables & Plan for Next Period (max 100 words): *

To submit the first deliverable report with a completed implementation report, system design and indicative test plan, and to continue to fully finish and polish the game prototypes and move on to creating the control mapping program and document my progress for the final report

8. Student Signature: *

Please modify this text and put it in the box below.

I, Student's First name and Last name, confirm that the information given in this form is true, complete and accurate.

I, Ruya Kumru-Holroyd, confirm that the information given in this form is true, complete and accu

9. Comments (if any, max. 200 words):

Enter your answer

10. Date of the Meeting: *

27/01/2022



11. Date of Next Review:

Please input date (dd/MM/yyyy)



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