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): *

> Finish and submit the project contract and other forms as needed, continue research into game accessibility and plan game prototypes, start looking into coding solutions and researching user controls and settings, and how to map controls as well as what controls are needed

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

> Submitted all forms as needed. Have been continuing with research, collecting information and references, and compiling them into a word document and hand-written notes. Have researched game accessibility, representation in games, some user controls and game usability but still need to investigate coding solutions and mapping controls. Also, I have a plan for one prototype and a rough idea for the other, waiting until at least one prototype game is fully

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

> To organise time and set a schedule of what needs to be done, look at the marking rubric for the first deliverable and use it to plan. Word document for research is too clamped up, need to split research down to make it easier to navigate and make it more organised.

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

> Begin writing report and Literature review, also begin to fully design and create first prototype game. Also make a test plan as begin the actual coding and designing of prototypes and the mapping program. Continue looking into coding solutions and researching user controls and settings and how to map controls as well as what controls are needed.

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: *

24/11/2021

11. Date of Next Review:

Please input date (dd/MM/yyyy)

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