Periodic Progress Meeting

Part of the marking scheme is to have at least 10 recorded meetings with your supervisor. Please refer to the module specifications. 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:

2.P-number:

3.Email address:

4.Project Title:

5.Supervisor:

6.Objectives for Period (max 100 words):

7.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 requirements and starts to a system design.

8.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 troubles with getting started but progress has been made.

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

10.Student Signature:

11.Supervisor Signature:

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

13.Date of the Meeting:

14.Date of next Meeting: