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 to validate this submission.

1.Student Name: Ruya Kumru-Holroyd

2.P-number: P2512547

3.Email address: p2512547@my365.dmu.ac.uk

4.Project Title: Creating a control mapping program for game accessibility

5.Supervisor: Jethro Shell

6.Objectives for Period (max 100 words): Beginning to plan and think of idea for the final year project, figure out what software is going to be used and what the topic is about.

7.Summary of Progress for Period (max 100 words): Written idea of project, going to create a program that will capture the mapping of controller or keyboard settings so that it can be easily transferred between games and different game genres, and creating small game prototypes to test and use the program, in these small games will have disability and mental health representation.

8.Problem Areas and Suggested Solutions (max 100 words): Figuring out how to do testing for my project, some parts are simple such as testing if key-binding and controllers work but getting people to be able to test the game and the controls will be difficult.

9.Objectives, Deliverables & Plan for Next Period (max 100 words): Think of a project title, do research on disability and mental health, and game are included in that topic (representation already out there) and figure out what I want to represent in this project, whether it be about my own experiences or others. Also begin to design small prototype games of different genres that can be used for the capture of the mapping of controller settings.

10.Student Signature:

11.Supervisor Signature:

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

13.Date of the Meeting: 15/10/21

14.Date of next Meeting: