**Work Done Checklist For Internship**

| Name: | Chiu Cheng Wai, Winston | ID: | T0430400J |
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| School: | Nanyang Polytechnic(Graduate) |  |
| Internship Period: | June - July 2024 |  |

| **S/N** | **Start Date** | **Task Description and details** | **Date Completed** | **Remarks** |
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| 1a | 12 June 2024 | WP1 - Apple Frenzy   1. Update Apple Frenzy to newest version of Software/OS. 2. Refactored Apple Frenzy and improved smoothness of gameplay. | 19 June 2024 | Apple Frenzy still has Dis-Allowed SharpWrap property, unable to remove in due time. |
| 2 | 20 June 2024 | WP1 - Step Upright   1. Update Step Upright to newest version of Software/OS. 2. Refactored Step Upright and rewrote major segments to remove bugs. | 27 June 2024 |  |
| 3 | 24 June 2024 | WP2 - Test applications and ensure proper functioning needed. Prepare for the user study sessions.   1. Tested use of Messenger, Meta Spark Mobile player, Zoom. 2. Wrote simplified instructions for the setup process. 3. Dry run of recording sessions in preparation. 4. Created basic instructional printouts for participants. | 12 July 2024 |  |
| 4 | 12 June 2024 | WP4 - Apple Frenzy  Documentation of Apple Frenzy, in accordance to a hybrid structure of Game Development Document and Technical Development Document.   1. Project Details 2. Software Architecture 3. Flowcharting 4. Documented code/patches 5. Test Plan | 19 June 2024 |  |
| 5 | 20 June 2024 | WP4 - Step Upright  Documentation of Step Upright, in accordance to a hybrid structure of Game Development Document and Technical Development Document.   1. Project Details 2. Software Architecture 3. Flowcharting 4. Documented code/patches 5. Test Plan | 27 June 2024 |  |
| 6 | 28 June 2024 | WP4 - Beach Bomb  Rewrote Beach Bomb to the best of my abilities. Overhauled outdated logic to fit closer to standardized logic.Overall Gameplay does not change, improved collision detection and state management. | 12 July 2024 | Rewrote instead of refactoring due to too many bugs present. |
| 7 | 28 June 2024 | WP4 - Beach Bomb  Documentation of Beach Bomb, in accordance to a hybrid structure of Game Development Document and Technical Development Document.   1. Project Details 2. Software Architecture 3. Flowcharting 4. Documented code/patches 5. Test Plan | 12 July 2024 |  |
| 8 | 15 July 2024 | WP3 - Session 1 Study  Coordinated Youth participants and set up session equipment. | 15 July 2024 |  |
| 9 | 22 July 2024 | WP3 - Session 2 Study  Coordinated Youth participants and set up session equipment. | 22 July 2024 | Participant 02 Absent, Voucher returned to ARISE |
| 10 | 15 July 2024 | WP4 - Singaball   1. Rewrote script format, refactoring and code logic. 2. Updated Singaball to the current OS and newest project version. 3. Rewrote Levels and Balancing of the gameplay for elderly friendly versions. 4. Added boss fight with similar gameplay, can be disabled | 31 July 2024 |  |
| 11 | 15 July 2024 | WP4 - Singaball  Documentation of Singaball, in accordance to a hybrid structure of Game Development Document and Technical Development Document.   1. Project Details 2. Software Architecture 3. Flowcharting 4. Documented code/patches 5. Test Plan | 31 July 2024 |  |

| Supervisor: |  | Supervisor Signature: |  |
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