**Project report plan – Dominic Cousins**

**Title:**

**Abstract** – summarise report (state problem, background info and results)

**Introduction:**

Context - why I decided to do what I did, why do a game? Popularity of gaming

Made it because it didn’t exist

Build on previous knowledge of web development by building my own game from scratch

Real world industry application using tools I was taught on placement

Aims and objectives – explain what I wanted to achieve

Brief description of the game

**Literature review**:

Review of existing software and game/app development – absence of app for this particular game (refer to articles and blogs, draw on what I have done for the interim report – rework and expand on this). Any advice on what needs to be included in this section?

**Requirements**

**Design and implementation**: (What and why)

Rundown of my game – explain what the game is and what I am aiming to achieve

Outline character creation process and choice of software to do this

Design process – software architecture, tools I chose and why (Typescript, Java script, SCSS)

How I generate the output – form fillable PDF edited with adobe acrobat, library for Java script which lets me edit and fill in the fields on the sheet

Explain how I store the data – server and users computer (client). Client requests site from server and then data when needed, will explain architecture around this.

User interface design process - include UI sketches I made, outline background research into UI (where users expect buttons to be etc)

Explain how I control the components of the app – high order component (HOC) to contain logic and control stateless components

**Testing and Evaluation**

**Results and discussion**:

Analyse success verse aims and objectives

Source code analysis – explain how it works and why it was successful, consider elegance, efficiency and complexity of the code I developed (include excerpts from source code)

Discussion of developed system, did I achieve what I set out to achieve? Yes but cut some optional features which could be developed in the future (outline what I cut for this project due to time constraints)

* exporting to Excel as well as printing
* work on algorithm to suggest choices user can make

User reviews – outline what user thinks of the app during development (explaining how I acted on feedback) and final product

Test outputs – PDF output, show some choices I made and the PDF it created, screenshots of the system after I have interacted with it

**Critical appraisal**:

Summery and critical analysis of work completed

Further areas to develop –

* expand custom rules,
* users to be able to register for the site so characters can be hosted on a server,
* dark mode and accessibility considerations

Pilot the app and gather feedback on UI and usability

Discussion of commercial and economic context – didn’t develop it to make money but could do so if I wanted

Sustainability of the project - Open source the project for others to contribute to or host a free server (optimise project to run on lower specs)

My personal development during the project – increased confidence in using the software, improve coding skills, practiced using Java script, improved UI design which was previously a challenge for me (link to usefulness in future career)

**Conclusion**:

Did I achieve what I wanted to achieve? Summarise project and link back to aims and objectives in introduction

References