

Group	Student	PRCO304 Supervisor	
	1 Ben Gearing	Paul Watson;	Procedural fantasy Map G
	1 Dominic Reader	Paul Watson;	
	1 Timothy Seow	Paul Watson;	Short Noval Platform
	1 Jake Morgan	Paul Watson;	Story Interaction Showcas
	1 Shi Yu	Paul Watson;	Game Release
	2 Thomas Broughton	Paul Watson;	Social Companion App
	2 Luke Jansen	Paul Watson;	Shift Clock App
	2 Jade Marshall	Paul Watson;	Dog Walk Website
	2 Oliver Gregory	Paul Watson;	AR Room Designer
	3 Yuan Zhao (Gather)	Paul Watson;	Document Managent/For
	3 Ruifeng Bai (Harry)	Paul Watson;	Car Rental System
	3 Qing He (Oliver)	Paul Watson;	Exam Management Syste
	3 Kang Xiaoran (Wendy)	Paul Watson;	Restarant management O
	3 Zhang Hanrui (Barry)	Paul Watson;	Train Ticket Purchasing S

Project Outline

I am planning on creating a tool for unity that procedurally generates a large fantasy map complete with towns with a

The main focus for this project will be to create a singular level that contains a basic background story, to present aspects of the game's world.
-Practice modeling and detail process skills

My project will be a time sheet management application for small to medium sized business with zero hour workers.

Primarily this project will focus on finding the optimal technology to apply to this area and making use of it in a quick and efficient manner.
I want to complete the Student Document Management System, which provides students with good document creation and management tools.
I want to do a project about the car sales management system, is a typical information management system. The system will be designed to be user-friendly and easy to use.

I want to design a restaurant order management system based on web applications. It is roughly divided into two parts: the front-end and the back-end.

Risk assessment

Initial Meeting

The main risk for this project is that procedural generation needs to be considered within a specific use case, If I fail to find a visual layout that works.

Technical risk, personal ability is low. Background established but needs some evidence to prove gap in the market. For this system, the biggest risk and I can see why a story design piece would compliment your portfolio and As this functionality is less algorithmic. Game idea established with clear art direction. Need more clarity on mechanics. After PRCO203 and AINT354, I believe Interesting idea that could be extended in a variety of ways. Technology The main risk for the project will be low. Idea requires some research to support claims of target market. Use case As a project manager, I may experience Dog walking website could be taken in a variety of directions and so prior Response: During design I will take care. Technology for AR is well established but needs a little more context for Project proposal chosen (document formatting/management system - Story Second, the information is not sufficient. Description in project proposal has many ideas that would enhance your In the process of implementing this Project proposal need clear descriptions of what the users need from the This can be mitigated by buying a license. Project proposal need clear descriptions of what the users need from the - During the maintenance of hardware Project proposal description has many more ideas that would add functionality.

if not, it is just random generation. Therefore scope and use case of this system must be defined early

arket. Good Idea, but would recommend considering the UX of how you input the stories and view them. This is an obvious passion. To keep this within a Computer Science degree, you should focus this on research mechanics and so a full GDD is required. I recommend prototyping your mechanics and testing these early. The stack requires confirmation first before any true investigations can begin. Please check with Paul Smith as this also needs to be established as this will inform project objectives. What will the workers need from the variety of objectives should be established based on researched needs of users and admin. Compare and contrast with a full project. Where do you see this tech being used? Identifying the market for this will help define features (e.g. Shirley). I would recommend bring technical questions and questions on expected user experience to Shirley for car logging systems that you did not describe in meeting. If you have a way to easily input car information into the system. This will be different for both admin and user. This will establish your feature set and the requirements for the system. This will be different for both admin and user. This will establish your feature set and the requirements for this system. You may need to find a way to gather information from other websites/data to inform the system.

. Gather data (research/interviews) on possible use cases for such a system and identify other systems

in your application. Priority of features is needed as you could extend this to an entire platform. However, and consider if you could make an asset pack or story template that others could use. This would give you a head start. You should have some consideration to what new mechanics are shown on each level or how the mechanic (smeaton technician) works. Due to the variety of extensions that could be applied to this app, you will need to think about this app? What will the admin need from this app? Therefore both UX and functionality are important to contrast your project to others in the market. Create a prototype in apps like <https://marvelapp.com/> or a feature set beyond base tech and give ideas towards user interaction. For this type of project, you will need a wireframe. Identifying the exact scenario that this software will be used is important as this will define the feature set, user information by a car rental team, then you will have a good project developed. Find similar systems and requirements for your project. To establish your background, find similar software and data that justifies your requirements for your project. To establish your background, find similar software and data that justifies your requirements for your system. You should find examples of similar apps/websites to inform your direction and ideas.

that are currently on the market. This will establish your background and justify your objectives/requirements.

How much of this process can be automated and what kinds of tools would users want when inputting the data? This is a good excuse to show competency in coding patterns and consideration to developer's needs. The challenges are challenged differently so that the player has some form of progression. Also, explore modular design. I need some clear objectives so that a priority of features is established and stretch goals identified. For the first iteration, bring into the development cycle. Gather examples of similar software, and compare feature set to identify gaps. Use adobe xd to enable testing of UX whilst you are working on functionality. For this type of project, you will need a clear design for AR/visual analysis system structure, design patterns, HCI, front end design, and user interface. Is this just for academics? If so, what are the features they would want in such a system? For the second iteration, examples for comparison to establish where your software sits in the market. You may want to consider an existing system in the market. For this type of project, you will need a clear design for back end system/structure. For the third iteration, your system in the market. In particular, the difference between how British and Chinese order food. For the fourth iteration, identify where your systems sits in the market. If the main reason for this is to aid foreign nationals, then

ements. I highly recommend that you define an MVP with stretch goals. So justifying priority of feature

in story? For this type of project, you will need a clear design for back end system/structure, design patterns, and front end design to comply with the research, you will need to explore some academic work to see what has been already done. For this type of project, you will need a clear design for back end system/structure, design patterns, HCI, and front end design to identify your USP. For this type of project, you will need a clear design for back end system/structure, design patterns, HCI, front end design, and user experience.

For this type of project, you will need a clear design for back end system/structure, design patterns, HCI, front end design, analytics, and how this can be helpful for a car rental service. For this type of project, you will need a clear design for back end system/structure, design patterns, HCI, front end design, and user experience.

For this type of project, you will need a clear design for back end system/structure, design patterns, HCI, front end design, and user experience. your objectives should prioritize these needs first. For this type of project, you will need a clear design

s is important. For this type of project, you will need a clear design for how procedural workflows can

terns, HCI, front end design, and user experience.

ly established in this field and decide on a methodology to test your outputs.

fining aesthetics until you have the gameplay up and running. Objectives of your development must be

front end design, and user experience.

esign patterns, HCI, front end design, and user experience.

experience.

front end design, and user experience.

r design for back end system/structure, design patterns, HCI, front end design, and user experience.

ont end design, and user experience.

for back end system/structure, design patterns, HCI, front end design, and user experience.

create content, design patterns, HCI, front end design, and user experience. Some software and examples

are established quickly so that you have a priority of elements to prototype, test and refine.

les that might help you to think about some procedural approaches: <https://quadspinner.com/>, <http://>

blog.joelburgess.com/2013/04/skyrims-modular-level-design-gdc-2013.html, <https://www.substance3>

d.com/products/substance-designer/?gclid=Cj0KCQiA7OnxBRCNARIsAIW53B_SxbL3MpnTtSHjD1aYuKt

jo5anItV_RwdD_Mogmf6dCFOqvWxsd8GUaAn1XEALw_wcB, <http://www.cgw.com/Publications/CGW>,

