Project Proposal

Otito Mbelu

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Chapter 1

Project Proposal

Supervisor

Dr. Damien Costello

Project Name

Biometric Data Analysis in Digigal Game Sceneiro

1.1 Project Context

This project is a continuation of research work previously done by Fourth Year Software Design Students titled 'Biometric Data Collection for Performance Optimization in a Digital Game Scenario' in collaboration with the Department of Sports & Excercise Science. The aim of the project is to use data collected from the already developed `Test Application` and Biometric data from `Activity Monitor` to answer the following questions:

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Battlegrounds is a `battle royale game` played from either a `first-person` or `third-person` perspective. It requires players to engage other players in a shoot-em-up duel

Does the Application test data show any corelation with the physical activity data collected by `activity monitor`

1.2 Project Objective

1.3 Schedule of Work

1.4 Possible Outcome expected