**Chengdu University of Technology Oxford Brookes College**

**Project Module (CHC 6096)**

**Weekly Report Sheet**

|  |  |
| --- | --- |
| STUDENT NAME: | Albert |
| STUDENT NUMBER: | 201918020222 |
| SUPERVISOR NAME: | James Blouin |
| DATE: | Nov.17th, 2022 |
| Briefly list all the main tasks you accomplished in the week.   1. Finish the Project Backlog and fill it with tasks. 2. The development engine rpgmaker MV has been successfully downloaded and deployed. 3. Basic learning and understanding of rpg culture and the general production process. 4. Complete the classification and planning of all project tasks. | |
| Briefly state all the challenges you encountered in the week.   1. The collected materials and information can not be classified and analyzed according to the needs, and the efficiency of information collection is not high enough. 2. I did not know enough about the game development engine and was not skilled in the download and deployment of the engine. 3. Inefficient source material collection, failure to come up with a prototype story, | |
| Briefly Plan out the agenda for next week.   1. Complete the user requirement analysis and write the user requirement analysis report. 2. Learn the material analysis method and apply it to next week's material collection to improve the collection efficiency. 3. Continue to collect materials and supplement the knowledge related to the story to make the subsequent plot and art design more smooth. | |
| SUPERVISOR SIGNATURE: |  |