

UNIVERSITY OF BRIGHTON

COMPUTER SCIENCE (GAMES)

INDIVIDUAL PROJECT - CI301

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# Final Year Project Report

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*Author:*  
Adam WORLEY

*Supervisor:*  
Marcus WINTER

Hand in Date : 11<sup>th</sup> of May 2017



# Contents

<b>1</b>	<b>Methodology</b>	<b>3</b>
<b>2</b>	<b>Stages of Development</b>	<b>3</b>
2.1	Analysis . . . . .	3
2.2	Design . . . . .	3
2.3	Development . . . . .	3
2.4	Testing . . . . .	3
2.5	Feedback . . . . .	3
<b>3</b>	<b>Accomplishments</b>	<b>3</b>
<b>4</b>	<b>Research</b>	<b>3</b>
4.1	Project Influence . . . . .	4
4.2	Background Research . . . . .	4
<b>5</b>	<b>Success and Failure</b>	<b>4</b>
5.1	Successes . . . . .	4
5.2	Failures . . . . .	4
<b>6</b>	<b>Assessment of Progress</b>	<b>4</b>
6.1	Progress Made . . . . .	5
6.2	Problems Encountered . . . . .	5

6.2.1	Solutions . . . . .	5
6.3	Lessons Learned . . . . .	5
<b>7</b>	<b>Further Areas of Investigation and Enhancements</b>	<b>5</b>
7.1	Further Investigation . . . . .	5
7.2	Enhancements . . . . .	5
<b>8</b>	<b>Original Plan</b>	<b>5</b>
<b>9</b>	<b>Evaluation</b>	<b>5</b>
9.1	Choice of Project . . . . .	6
9.2	Course Relation . . . . .	6

# **1 Methodology**

your methodology and planning;

# **2 Stages of Development**

discussion of the various stages of the development life cycle implemented

## **2.1 Analysis**

## **2.2 Design**

## **2.3 Development**

## **2.4 Testing**

## **2.5 Feedback**

# **3 Accomplishments**

aspects of your work you are particularly proud of;

# **4 Research**

your background research and the way it has influenced your project;

## **4.1 Project Influence**

## **4.2 Background Research**

# **5 Success and Failure**

assessment of the success or failure of the project as a whole.

## **5.1 Successes**

## **5.2 Failures**

# **6 Assessment of Progress**

an assessment of the progress you made, problems encountered, their solutions and the lessons learned

## **6.1 Progress Made**

## **6.2 Problems Encountered**

### **6.2.1 Solutions**

## **6.3 Lessons Learned**

# **7 Further Areas of Investigation and Enhancements**

## **7.1 Further Investigation**

## **7.2 Enhancements**

# **8 Original Plan**

Include your original project plan, together with any later versions or a discussion of any necessary changes to the plan. We recommend a count of 5000 words. This report is an assessable component of the project and is one the examiners will pay close attention to. Please hand in one copy by 18th May 2017. All reports MUST contain a first page with student name, student number, exit award for which you are registered and a short title.

# **9 Evaluation**

A critical evaluation of every significant area of your project work, including your choice of project and how it fits in with the modules you have studied;

## **9.1 Choice of Project**

## **9.2 Course Relation**

All links were last followed on the 9<sup>th</sup> of November, 2016