Periodic Progress Meeting

Part of the marking scheme is to have at least 10 recorded meetings with your supervisor. Please refer to the module specifications. Remember to tick "Send me an email receipt of my responses" at the end of this page to receive a confirmation email. Please note that you need to forward the "confirmation email" to your supervisor in order to validate this submission.

1.Student Name: Nathan Simcock

2.P-number: P2444366

3.Email address: [p2444366@my365.dmu.ac.uk](mailto:p2444366@my365.dmu.ac.uk)

4.Project Title: Develop a menu-based sports simulation game

5.Supervisor: Mishri Almarshoud

6.Objectives for Period (max 100 words): First meeting so come with basic ideas on what I would like to develop for my project, as well as filling out some of the forms.

7.Summary of Progress for Period (max 100 words): Set out some ideas on how I wanted to develop my project. These were: Using a game engine such as Unity to avoid building from scratch. Developing a PC game over mobile to avoid the restrictions of mobile devices.

8.Problem Areas and Suggested Solutions (max 100 words): Not having a full idea of what I actually want to make, so I cannot get started at the moment. Not being able to decide what is too complex of an idea. Solved by looking at previous examples to create an idea of how advanced the game must be and also I could possibly draw ideas from these.

9.Objectives, Deliverables & Plan for Next Period (max 100 words): To create a full idea for the project based off of the thoughts I have had so far regarding how I wanted to make my game. Meeting in 2 weeks to allow me some time to find the idea and then get started with developing it.

10.Student Signature: Nathan Simcock

11.Supervisor Signature: Mishri Almarshoud

12.Comments (if any, max. 200 words):

13.Date of the Meeting: 22/10/2020

14.Date of next Meeting: 5/11/2020