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: 2444366

3.Email address: 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): Have the main part of a plan and fill out starting forms.

7.Summary of Progress for Period (max 100 words): I have developed a more detailed plan for my game. This includes the type of game I will make, including some of the features I will add. I decided upon the literature review I will write, which is the marketing that I would use were the game to be released. I have also filled out all starting forms which were refined in today’s meeting.

8.Problem Areas and Suggested Solutions (max 100 words):

Changing the project background to identify a gap in the market for my type of game, this shows that there is a ‘need’ for my game. Editing the objectives to fit the agile design methodology which will give a better structure to the development process.

9.Objectives, Deliverables & Plan for Next Period (max 100 words):

Work on some of the plans which will be included in the first deliverable. Functional requirements to set out some of the features that will be required, design documentation with plans for structure and UI designs. Test plan for how the game will be checked for bugs. Set out a Gantt chart for how I will schedule my development time.

10.Student Signature: Nathan Simcock

11.Supervisor Signature: Mishri Almarshoud

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

13.Date of the Meeting: 05/11/20

14.Date of next Meeting:19/11/20