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): 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.

7.Summary of Progress for Period (max 100 words): Have created a document for plans and designs. Entire game is now planned including features and a basic outline for how the player progresses through the game. Designed an Entity Relationship diagram to show how the database works. Some UI designs have also been completed, one for the main menu, and one for the home screen, which other pages will be similar to, but change of information in main part of screen.

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

What to write in the literature review as well as what the functional requirements are. Literature review – talk about business needs, how the game is an interest of mine as well as having the potential to be successful. How it would appeal to groups of people

Functional requirements – what the game needs in order to work i.e. the database which holds all player details, working UI for the user to interact with

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

Work on the functional requirements, identify system users and design use cases. Finish creating system design documents. This will follow along with the agile development methodology by planning and designing the game before going on to develop it.

10.Student Signature: Nathan Simcock

11.Supervisor Signature: Mishri Almarshoud

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

Questions for meeting:

I have explained each UI design, is that required in the deliverable?

Check about literature report

Do I need to create a table for resources I have used, i.e. any pictures used in the game.

What is the functional requirements? Is it the required features of the game? It says identify system users – so potential players? This is something I will cover in marketing literature review.

13.Date of the Meeting: 19/11/2020

14.Date of next Meeting: 3/12/2020