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): After first deliverable was handed in, focus on the development of the game. Get some basic features implemented such as a working menu system.

7.Summary of Progress for Period (max 100 words): The game’s development is now moving along nicely, the user is able to switch menus and navigate to different screens. The main menu is fully developed, some in game menus require content. I have developed a working database to be used as a roster. Slightly deviated from the original plan in that the database is randomly generated every game.

8.Problem Areas and Suggested Solutions (max 100 words): I was having an issue with text becoming blurry when screen resolution was altered. This was solved through the use of text mesh pro objects in Unity. Need to decide on the arrangement of the marking for the final deliverable, whether the floating mark should be for development or report.

9.Objectives, Deliverables & Plan for Next Period (max 100 words): Continue working on the development. Begin work on the trade system and filling out more menu screens. Submit meeting notes to blackboard.

10.Student Signature: Nathan Simcock

11.Supervisor Signature: Mishri Almarshoud

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

13.Date of the Meeting: 18/02/2021

14.Date of next Meeting: 4/03/2021