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: Mishrey Almarshoud

6.Objectives for 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.

7.Summary of Progress for Period (max 100 words): I have fully developed the trade system of the game. This allows the user to select the player they would like to trade, and then displays a range of possible trades. The database then switches the two players they select. All meeting notes have been uploaded to blackboard and marking rubric floating mark has been decided.

8.Problem Areas and Suggested Solutions (max 100 words): How to go about making a match engine. The solution could be to look at how similar games such as Football Manager have gone about this.

9.Objectives, Deliverables & Plan for Next Period (max 100 words): Fill out some of the information screens of the game. Start making some progress towards a match engine.

10.Student Signature: Nathan Simcock

11.Supervisor Signature: Mishrey Almarshoud

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

13.Date of the Meeting: 11/03/2021

14.Date of next Meeting: 25/03/2021