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Progress Report

13th March 2020

<u>Overview</u>

We have refined the game's functionality, aesthetics and storyline over the last two weeks, for example we have created a number of new levels of varying difficulties, including a new level type which involves the user rotating pipes already placed on the grid to direct water into a finishing mail pipe. We've also created new graphics for all aspects of the game and introduced sound effects for the game and enabled the user to choose between several background music options. We have also written a complete storyline for the game.

We have implemented unit testing for the core logical components of the game, and we are currently carrying out user testing. We've also added a credits section of the game so that correct attribution for the music and fonts used and made several efficiency improvements to the game to reduce CPU load.

<u>Completed Tasks</u>

ID	Task
39	Obstacles that prevent the water flow from passing through them.
40	Visual indicators of when a user selects a game object using gaze-input for all objects.
48	Unit tests to test expected functionality.
55	Continue improving the graphics and the sounds of the game.
63	Improving efficiency of game.
67	Create multiple varied levels.
68	Continue writing storyline.
69	Refine user experience.
70	Create rotating pipe levels.
71	Allow player to choose between multiple background music options.
72	Add credits section to the game.

<u>Project Status</u>

We are nearing completion of the game, with our main focus being to refine existing functionality and create more levels.

<u>Possible Problems</u>

ID	Risk	Mitigation
2	Potential lack of flexibility in Unity.	Continue implementing the game in Unity. If further features are required investigate the possible integration of Unity with external libraries.

<u>Two Week Plan</u>

ID	Task
39	User Testing
40	Create more levels
41	Create documentation for Eye Tracking 2D package

42	Refine functionality and aesthetics
42	Pagination of Message Screen