

Progress Report

27th March 2020

Overview

We have now completed the game and are now preparing it for submission to the Windows Store. We have conducted thorough user testing and have improved the functionality of the game and removed bugs. We have created a large number of normal and maze levels, each of varying difficulty. We have also submitted the Eye Tracking 2D package for publication on the Unity Asset Store. We have also completed the remaining project deliverables such as the project website.

We would like to thank you for your support in our project – we truly value your feedback and advice and it has been amazing to work with you.

Completed Tasks

ID	Task
39	User Testing
40	Create more levels of varying difficulty.
41	Publish Eye Tracking 2D package
42	Refine functionality and aesthetics
42	Pagination of Message Screen
72	Create all other deliverables for example, the project website
73	Client Code Walkthrough

Project Status

Project has successfully been completed.

Possible Problems

All risks in the project have been resolved.

Two Week Plan

All tasks and deliverables encompassing the project have now been completed.