

CPD Report

COMP330 CPD Report

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1 Career Goals

This is my third and final year studying at university, and a chance to put the skills I have learnt over the previous years to use. My career goals is still to go in to the games industry, however even though I am doing AI for my dissertation, im still not sure if that is the specialization route I would like in to for the industry.

This report will cover the issues I have had over the first semester and propose SMART goals to help resolve the challenges I faced this year. The key challenges raised below are based of the most common issues found in my weekly CPD report.

2 Summary of Key Challenges

2.1 Communication Within a Team

Communication within a team is critical to the success of a project, especially within the games and software development industry communication within large teams is vital. Over this semester there were a few instances of where I would not keep the team in the loop as to what I was working on for their game.

This led to the team not thinking that I was doing any work for them, and also if I got stuck on something for a while, the team might have been able to help. This also leads on to the challenge of leaving a problem I am struggling with, as mentioned in section 2.3 where I will not leave a feature until I complete it, even if I get blocked by something. This affected my work and the work of my team, because if I had kept my team in the loop on what I was doing every day, they would know where I was at with each feature of the game.

To avoid doing this next semester and throughout my computing career, I will aim to converse within the discord programming channel when I am blocked by a problem, to see if anyone has encountered a similar problem before and can help. I will measure this by looking at the conversation history within the programming discord channel throughout next semester, and see how well I was able to communicate my programming issues.

2.2 Public Speaking

Being able to speak to a large audience is very important within games, and in any career. The art of being able to give a presentation or give public talks and enunciate clearly is a very useful skill to learn, it allows you to be able to give your point across clear and concisely. Furthermore it is required for more management type jobs. I have found it very hard to stand up in front of even just a few people to give a presentation on something I know. I'm not sure why I've never been good at public speaking, but it is a skill I aim to learn over this course.

Not being able to give good presentations doesn't affect me much within this course, however when I leave to get a job it will affect me considerably. When I have presented before, not only just this semester, I tend to just read from the slides, because I find that the stress of presenting in front of people blanks my mind from expanding on the comments.

There is another 15 minute presentation coming up very soon, in the next week, and

I aim to prepare my self well to give a good, clear presentation for then. To be able to avoid my problems before of just reading off the screen I will make cards to read off when I present, so I will not have to look at the screen. This should lead to a better flowing presentation. Further more I will try and incorporate some interactive elements to the presentation to keep it more entertaining.

2.3 Avoid Getting Blocked or Stuck on a Feature

During the course of the first semester there were a few times that I got stuck or blocked on adding a feature to the game, and instead of putting the feature back on the backlog, I would just wait until the the blocker cleared, or I found a solution to my problem.

This issue affected me and my team throughout the semester because it slowed the progress of the game and it also leads to bad communication as talked about in section 2.1.

To avoid this next semester, the first few weeks back I will keep on top of the scrum board and if I get stuck on a while for 2 times the estimated time of the task, I will put the card on the backlog and pick up a new card that is more manageable.

2.4 Getting started on a challenge that seems daunting

The importance of this isse is rather critical as within the games idustry, many companies will have large bits of software infrastructre that you will have to learn as a new employee, and many of these can be very daunting to learn.

I found this with two of my projects this semester as the GVG-AI framework is a very large, complex bit of software, and I found it very hard to know were to start. I also found that with the group game project as I was tasked with creating a cover system for the game, when another programmer had made the level grid system, which I would have to learn and implement a cover system into it.

To avoid this happening again next semester and throughout my career I will start

by breaking the task down into small trello tasks, then I will start with the easy tasks, which will hopefully keep me motivated to start on the harder tasks when I have got the easy ones done.

This has been a re-occurring problem for the past few years.

2.5 Use of Source Control with a Team

Using source control for a team is critical, and will be required by any games industry company. This semester I have tried to get perforce working for me, with limited success.

I have perforce working on the studio computer, but I haven't managed to get it connected on my laptop yet, and as I do most of my work from home, this is an issue.

Within the first week of next semester I will contact one of the technicians to help me get perforce working on my laptop. This will help my productivity greatly, as I will be able to get the latest build of the game at any time.