

Reflective Report

COMP330 Reflective Report

1507516

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1 Career Goals

This is my final year studying at university, and a chance to put the skills I have learnt over the previous years to use.

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 on 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. 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. or didn't know where to start with an mechanic

2.2 Public Speaking

2.3 Leaving a feature