

Evaluation

COMP150 - Evaluation

1507516

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1 Introduction

This is a reflective report that proposes three weaknesses that occurred during the second semester projects, then suggests how these issues could be overcome for future projects.

2 Weakest Key Skills

2.1 Weakness One: Communication in group projects

In semester two we had a large group project that was to make a desktop game with a group of four. This was the first time I have been working on a game collaboratively and I felt that a lot could of been improved for future projects.

Communication is vital to being an effective team in group projects, however in our group project there was almost no communication for the first 2 months of the project, and only in the last week of the project did we start communicating.

To overcome this, I am planning to do a fairly large summer games project with five friends from back home, and hopefully I will learn more group communication skills from this.

2.2 Weakness Two: Motivation

Even though I do enjoy programming, I do still sometimes find it hard to motivate myself to work, especially when it can seem very daunting.

For example, I struggled with trying to get `std::vector` to store values of the neighboring cells in the group game, thus this demotivated me a lot to work on the group project as I felt I was unable to do it.

To overcome this, over the summer I will read up on C++ programming and try to implement some of the more complex programming structures that I struggled with within the group game I am going to be making.

2.3 Weakness Three: Requesting Support from Peers and Tutors

When I was working on the coding task 2 for the group game project, I was stuck with trying to work out which cell that the user clicked on.

This could of easily been avoided if I asked my team or my tutors for help with this problem early on, instead of spending a few weeks trying to work it out myself.

To try and resolve this problem in the future, over the course of the summer and the first semester next year I will attempt to communicate my issues when I know i am stuck on a problem. Furthermore this will hopefully be resolved when we actually have a scrum master that I can communicate this to.

3 Conclusion

Conclusion incomplete ...