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| Learning goal 1 | | |
| At the end of the project, I want to be able to know how to properly fill the team roll of Producer. I want to do this by checking each sprint review if the Trello workflow / office workflow is appropriate for the Team and adjust accordingly. | | |
|  | 0-5 | feedback |
| Specific | 3 | Iets met planning doen misschien en kijken wat er nog meer bij de producer rol komt kijken |
| Measurable | 3 | Dit kan je doen door feedback te vragen van teammates doormiddel van formulieren dan wordt het meetbaar |
| Achievable | 5 |  |
| Relevant | 5 |  |
| Time-bound | 5 |  |
| ambitious | 4 |  |

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| Learning goal 2 | | |
| At the end of sprint 4, I want to be able to create higher detail 3D models that do not contain only primitive shapes. I want to learn this by creating a 3D model each sprint that shows my progression. | | |
|  | 0-5 | feedback |
| Specific | 4 | Wat voor soort modellen misschien een voorbeeld |
| Measurable | 4 | Een goal zetten voor wat voor soort model je wil maken dan kan je beter checken waar je bent gekomen in het proces. |
| Achievable | 5 |  |
| Relevant | 5 |  |
| Time-bound | 5 |  |
| ambitious | 3 | Kan meer ambitieus als je een specifiek doel in gedachte hebt |

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| Learning goal 3 | | |
| At the end of sprint 1, I want to have improved on my design skills by making multiple designs for the Pull and Shoot mechanic. These multiple designs can be used in the decision making of final design. | | |
|  | 0-5 | feedback |
| Specific | 5 |  |
| Measurable | 5 |  |
| Achievable | 5 |  |
| Relevant | 5 |  |
| Time-bound | 5 |  |
| ambitious | 3 |  |

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| Learning goal 4 | | |
| At the end of sprint 2, I want to have created / helped on developing the surfing entertainment interaction. I want to do this because creating a new VR interaction will improve my Developing skills. | | |
|  | 0-5 | feedback |
| Specific | 3 | Beschrijven wat hierbij komt kijken qua development skills |
| Measurable | 3 | Welk deel van je developer skills wil je hier verbeteren |
| Achievable | 5 |  |
| Relevant | 5 |  |
| Time-bound | 5 |  |
| ambitious | 3 | Als je een specifieker doel hebt kan je het meer ambitieus maken |

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| Learning goal 5 | | |
| At the end of sprint 3, I want to have created a shader in High level shader language. So I can improve on my programming skills as well as math skills. | | |
|  | 0-5 | feedback |
| Specific | 3 | Specifiek wat voor soort shader, zijn er een aantal en wat ze kunnen doen |
| Measurable | 3 | Wat wil je bereikt hebben |
| Achievable | 3 | Wat wil je achieven, zelfde als hierboven ^ |
| Relevant | 5 |  |
| Time-bound | 5 |  |
| ambitious | 3 | Als het specifieker is wordt het meer ambitieus, nu te algemeen |

At the end of the project, I want to be able to know how to properly fill the team roll of Producer. I want to do this by checking each sprint review if the Trello workflow / office workflow is appropriate for the Team and adjust accordingly.

At the end of sprint 4, I want to be able to create higher detail 3D models that do not contain only primitive shapes. I want to learn this by creating a 3D model each sprint that shows my progression.

At the end of sprint 1, I want to have improved on my design skills by making multiple designs for the Pull and Shoot mechanic. These multiple designs can be used in the decision making of final design.

At the end of sprint 2, I want to have created / helped on developing the surfing entertainment interaction. I want to do this because creating a new VR interaction will improve my Developing skills.

At the end of sprint 3, I want to have created a shader in High level shader language. So I can improve on my programming skills as well as math skills.