# Weekly Reflection Template

­

|  |  |
| --- | --- |
| **Name: Cameron Haynes** | **Date:** |
| **Individual objectives for this week:** | **Evaluation of performance:** |
| Refining Requirements  Continue small parts of development :  Icons , frontend , UX  To embed the game build within the website  To develop the company website | *Requirements were refined through appendices to the pact analysis, the notes were worked through as a general group from the meetings. They were a help to narrow down the parts of the app to figure out. The requirements are a key part of a project to nail down so im happy we all managed to narrow them down for out 2nd meeting.*  *Development has continued on the frontend with designs of icons from the design team which was very nice however I still wish for further input from others even though im very happy with the state of development as we are just approaching our 2nd meeting. Ux has been narrowed down from our meetings however I do wish to continue to refine it*  *The game has been compiled to a basic standard within unity, I am behind in terms of embedding it into the site however I will catch up. I feel I fell behind due to me trailing off what I shoulve been focusing on in development.*  *I havent been able to start our website for our company as I haven't received any design ideas from our marking team due to a lack of input from them. I have been prompting them to input but I shall start development of the site without a concrete design to push the ball harder.*  *This week I have been slowly chipping away at development and documents. I am happy with the progress I have made however I do need to push forward without getting sidetracked in development and be more willing to call a block to my PM if something is taking to long.* |
|  | |
|  | |

***You are required to complete a weekly reflection for each week of the project – you will be required to submit these as part of Assignment 3.***