# Weekly Reflection Template

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| **Name: Cameron Haynes** | **Date:04 03 2025** |
| **Individual objectives for this week:** | **Evaluation of performance:** |
| Work on game prototype as well as refining the smaller aspects of the site that we got from the clients such as implementing a WRAP plan  To aid the design team in getting some more refined high fidelity designs  To help alongside the rest of the team in the creation of the powerpoint as well as give a good presentation as a group to our clients | *I have been consistent of working towards my collection of smaller goals such as implementing the wrap plan and working towards implementing some accessibility features such as a text to speech feature*  *I have fixed quite a few small visual bugs on the site to improve overall user experience*  *I have also embedded the first build of the game into the site in a safe way (originally I was going to use a DangerouslySetInnerHTML prop which leaves us open to XSS attacks without a lot of text sanitation, instead I hosted the game locally of another server and used an iframe tag to embed the hosted game*  *The meeting went well , jeremy was really helpful throught the planning stage and was very receptive to any changes and improvements I suggested. T’was a good dialogue.*  *The clients seemed reseptive of out current work, most questions and improvements were small eg change of phrasing in the wrap plan from crisis plan to wellness plan* |
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***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.***