# Weekly Reflection Template

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| **Name: Cameron Haynes** | **Date:11 03 2025** |
| **Individual objectives for this week:** | **Evaluation of performance:** |
| To update the styles of the website to make a more appealing prototype  Implementing accessibility features such as text to speech for articles  To restructure a part of the repo to match our current stage of development  Work and add features to the game | *Im happier than last week at my progress towards the demo as well as the project as a whole. I have communicated with my team to a much better standard this week as well as done a much wider array of tasks. I feel I am putting in well above the standard of time and effort in comparison to my own and other groups.*  *I have:*  *Update the game build*   * created the feeding mechanic * created the happines mechanic * added “zleep” the alien to the game * added particle effects to zleep   Added text to speech with the articles (using the std dom tts, rather than the talkify lib I wanted to use, however there were many issues implementing it)  *I restructured the repo / files to keep clarity of where we are*  *added a lot of the NHS styles to the website* |
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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.***