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| **Team Student Number Name Primary Role**  Team F C12509627 Konrad Jedrol Planner |
| **Week 1**  **Your Activities:** As it was the first of our project we began by assigning roles and deciding on our project theme. I was assigned as the Planner as none of has had experience with planning so I volunteered to earn the experience in this field  **Reflections - Personal:**  I believe I didn't make a good Impression on other team members as it was the first time we worked together and I'm rather timid. I hope that my involvement in this project will help me overcome that  **Reflections - Team:**  We have quickly found common ground as we all had similar interests.other teammaets left a good impression on me and I think its gonna be a pleasure to work with them |
| **Week 2**  **Your Activities:** Sadly we haven't been assigned the project we were pursuing and were given our second choice theme. We assigned different parts of our presentation to each one of us to start working on. Also, i've started on the planning document  **Reflections - Personal:** I have met my teammates closer this week. Still having trouble with myself lacking initiative but will try working on that  **Reflections - Team:** Even after being assigned a different project the team quickly clicked in together and came up with ideas. |
| **Week 3**  **Your Activities:** During this week, together with a fellow member I've looked into different methods of testing.  Also started working on the UI.  **Reflections - Personal:** Ive starting trying to get more involved in the project and communicate better with my teammates  **Reflections - Team:** So far our team had really good progress, not only we quickly find any issues, we quickly solve them. |
| **Week 4**  **Your Activities:** I have continued working on the UI, and made the first draft of the main menu.  **Reflections - Personal:** Working with the UI was my introduction to the Unity Engine so I've had some issues at first.  **Reflections - Team:** Our team had some problems with the meetings as some of us werent able to attend, but we overcome that by meeting online |
| **Week 5**  **Your Activities:** Continuation of My work with the UI, managed to create the initial layout for the in-game UI  **Reflections - Personal:** Im slowly getting more used to the functionality of the unity environment  **Reflections - Team:** The team worked together to improve the tasks we were working with up until this week |
| **Week 6**  **Your Activities:** Still working on the UI  **Reflections - Personal:** My work on the Interface has greatly slowed down as Im struggling with the deadlines for other projects  **Reflections – Team:** Despite the fact that we're chased by deadlines, the team decided to allocate more time for the current tasks |
| **Week 7**  **Your Activities:** Continuing to work with the UI, trying to Implement addtional functionalities. Also started organizing my weekly diary entries  **Reflections - Personal:** still struggling to find more time for the project, but should be able to catch up with everything at the end of this week.  **Reflections - Team:** The task we worked on till now are slowly being finished and the team decided on the activities we will follow with. |
| **Week 8**  **Your Activities:** This week I’ll continue working on the UI functionality, and also try implementing sounds into the game and update the planning document  **Reflections - Personal:** In the past few weeks my involvement in the project was lacking and I can feel it had an impact on my relations with the other team members. Lately I’ve had issues with myself but that shouldn’t be an excuse. From this week on ill try to get more involved and get more stuff done  **Reflections - Team:** This week most of the tasks we had were still unfinished which lead to tension in our team as the deadline is close. I hope that we will somehow overcome that issue and catch up.  Id like to note that Jake and Chris M. are great assets to the team as they still managed to get some work done while we were chased by the deadlines for other assignments |
| **Week 9**  **Your Activities:** I have Updated the planning document and began adding a sample sound for the cannon fire. After that Ill try working on a simple aiming reticle.  **Reflections - Personal:** Unfortunately to my previously stated resolution to be more active, I wasn’t able to attend this weeks meeting becaue of stomach sickness. I have decided to stay at home and work on my tasks  **Reflections - Team:** My involvement with the team this week was minimal as I wasn’t able to attend college for the time being, but still, managed to contact with Chris M. and Jake to discuss few matters about the sound. |
| **Week 10**  **Your Activities:** I had planned to work on the aiming reticle and the leftover UI elements  **Reflections - Personal:** I’ve had barely done any work this week as I have went to visit my family in the midlands for easter and have met with a lack of internet connection caused by a fault on the lines  **Reflections - Team:** I had no contact with my team this week |
| **Week 11**  **Your Activities:** I have managed to finish the reticle  **Reflections - Personal:** I was still unable to communicate with my team or access internet for the remaining week until I have come back to dublin  **Reflections - Team:** Still couldn’t contact with my team |