Leandro Guimaraes Silva – Weekly Reflection journal.
STUDENT NUMBER: 2019384

Weekly Reflection Journal

Date 16-23Feb	Class 1
Description what happened?	
. First Class of the Semester. . Project Planning.	First day meeting, we change opinions in what to do know. Talking about the Unity machine and how to use it.
What was good/bad?	
. Good.	For our first meeting after holidays, it was a good meeting, we could see more clearly the next step.
What else could you have done?	
. Some research could have done.	I think that I could have done more searches about the game atmosphere to be more familiar in it.
What could you do next?	
. More opinions.	I can do more searches to help my teammates.

Weekly Reflection Journal

Date 24-02 Mar	Class 2

Description what happened?	
The Project lecture give us the suggestion to change the unity Engine to Java machine.	The Lecture David so our project and give us a tip to change the engine, because we could learn more from it.

What was good/bad?	
It was bad, we were a little lot after the David tips.	We were too focus in another platform and we spent lots time in it.

What else could you have done?	
Ask opinions.	I could ask the Lecture if it was a good Idea.

What could you do next?	
Start Straight away	Start Learn the Java code and it implementation for Games.

Weekly Reflection Journal

Date 03-09 Mar	Class 3
Description what happened?	
Accepted the idea of making the Project in java.	As we already accepted to change most of our project to another Platform, we start to plan it.
What was good/bad?	
It was a little god.	It was a little god because we could see that it wasn't hard as we were thinking.
What else could you have done?	
Synchronizes	As I thought it was not hard, but, I had never worked with game.
What could you do next?	
Know what I am doing.	Before start in a Project, I can know exactly what it is supposed to be.

Weekly Reflection Journal

Date 10-16 Mar	Class 4
Description what happened?	
In this week we divided tasks.	As we are learning how to use Scrum for a Project we divided tasks as, create sprites, search for maps.
What was good/bad?	
It was good.	It was good because we were following a plan.
What else could you have done?	
Search more tools outside the Project	I fell that if I search for more tools and understand the OODP it would be better to be aware what I would need.
What could you do next?	
The knowledge of learn is still a lit lost	I am a little stuck in the learn programming but see what we have done is excited.

Weekly Reflection Journal

Date 17-23 Mar	Class 4

Description what happened?	
We are creating the code.	The code is being crating, and gain body.

What was good/bad?	
It was bad.	I can't help my team a lot, only with opinions and ideas. I continuo not knowing a lot to code.

What else could you have done?	
Knowing better manager tasks	If I did know manage better, myself and help the rest of the group I could help in another aspects.

What could you do next?	
Put my ideas in practise.	With I use my ideas in normal day life, as a manager I can have experience of it.

Weekly Reflection Journal

Date 24-30 Mar	Class 5
Description what happened?	
Code and time management	We took some sprints and give some movements
What was good/bad?	
It was Ok	I dint see lots of advance.
What else could you have done?	
Interact more in group	As I did see progress, I did not say anything. In the Project I have learn that I have to be mora enthusiastic.
What could you do next?	
I can work in other forks for the project	I can improve a lot the knowledge of do a Project.

Weekly Reflection Journal

Date 31-06 Apr	Class 6
Description what happened?	
Some tries were done	I was trying to improve the code in another file, because I can stop the main code if I work in the main Branch
What was good/bad?	
In generals good.	The different piece of codes would show some problems for adaptation to each other; as the environment they were created from wasn't the same.
What else could you have done?	
A methodology for implementation of core aspects as game loop, mechanics and maps should be discussed and modified together not to break code.	The lack of experience didn't make it possible to create same patterns for the new working codes, and some modifications wouldn't work properly when submitted back to the main code.
What could you do next?	
New planning on the Java engine feature, and also work on other assignment projects for other subjects	The problems were apparent <u>enough</u> now to be addressed by creating a new working engine environment we can work from.

Weekly Reflection Journal

Date 07- 13 Apr	Class 7
Description what happened?	
I was doing some research to know more about the Game world.	I was doing some research to understand the evolution of s game as 2D.
What was good/bad?	
Not too bad.	The experience of work in a Game project is that you learn with join
What else could you have done?	
I could have work more in the code.	If I show that I am interested to learn. People will help me.
What could you do next?	
In next time I could take one project and work in it not only taking the subject from the College.	If I go by myself to one project I think that I would have more Knowledge of Group project.

Weekly Reflection Journal

Date 14- 20 Apr AND 21-28 Apr	Class 8 (Reading week)
Description what happened?	
Reading Week.	I was too busy for other subject in the College so I did nothing this week for the project
What was good/bad?	
Mostly busy.	As we had lots of assignment to deliver from other subjects the week was a little stressed.
What else could you have done?	
Start before all the assignments	If I start every day a little of some subject, in the main days I would have all the knowledge for what to do.
What could you do next?	
Planning better	After Work in this Project for a while, I know that the plan is the main body of a work.

Weekly Reflection Journal

Date 28-04 May	Class 9
Description what happened?	
Refreshing my mind about Class e OOP	We learn for all these years, have and the OOP.
What was good/bad?	
Good	I realize that the OOP help us a lot in so many ways
What else could you have done?	
I could ask my Teammates for help	Ask more, help more.
What could you do next?	
I can help in the mapa tile	I felt confident to use the map tile

Weekly Reflection Journal

Date 05-11 May	Class 10
Description what happened?	
We had good news; our teammate was doing a code that would help us	Knowing that we were more relax because it would fit very well for our code
What was good/bad?	
Excellent	We had a great news
What else could you have done?	
Character development is an urgent piece of any game. The game is an intuitive encounter, so quite possibly the main undertaking is to accumulate player information (information data sources) and revolt likewise.	The change was done flawlessly with few simple fixable bugs, and afterward new elements were added additionally without any problem.
What could you do next?	
The following part would complete the molecule development, maps, game Over, and other last viewpoints to the game.	The arrangement was to make a method for showing basically everything done as such far in a game circle that have a beginning and an end with next.

Weekly Reflection Journal

Date 12-15 May	Last week
Description what happened?	
Review and delivery	This week is to review and delivery the Project
What was good/bad?	
Excellent	In general, it was an excellent experience.
What else could you have done?	
I could have done better.	In the end of the Project, I realize that I learned a lot, and for the next Project I will be way better.
What could you do next?	
Prepare myself for challenges.	I am confident and I know That know I have used many tools that can help me in the future.