CCT College Dublin

Assessment Cover Page

Module Title:	ATGP-Applied Technology Group Project
Assessment Title:	Individual Reflective Journal
Lecturer Name:	David McQuaid
Student Full Name:	Valter Lopes De Brito
Student Number:	2019308
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Declaration

individual Reflective Journal

In this journal, we wrote down our weekly reflections. The good or bad things that have happened to us and how did they help us to learn from past experiences.

February

14 February - 20 February
 1stWeek(Introduction Class after from Holidays.)

21 February - 27 February
2nd Week -In this class, we were searching and discussing whether we were going to use Unity/Unreal and application to create sprits.

28 February - 6 March
3rd week - this week, we had a meeting with our Teacher to show him our initial idea, which was to use Unreal to develop our game.
In class, He gave advised us to do the Project in Java instead of Unreal because we weren't able to apply the knowledge learned using Unreal, which caused us a little frustration.

March

7 March - 13 March
4th week - In this week, we decided to use Java to create our 2D game and start to do the resource about applications and libraries that could help us.

14 March - 20 March
 5th Week - Here, we started to split the task and decide who was going to be in charge of each task. I was in charge of the Graphics; I did research about Sprites, loading Maps and Backgroud tiles, and we started work on the Mechanics of the Game.

28 March - 3 April
6th Week - In Class Review of Preliminary Final Artifact, we presented some of our working Artifact.

4 April - 10 April
7th Week - This week, we had a meeting to discuss the Project.
The Java code was running partially, but we had some bugs when loading the map.
The game was relatively slow.

11 April - 17 April

8th Week -College Closed - Friday 15 April (Good Friday), we resource about how we could improve our graphics efficiency and debug.

25 April - 1 May
9th Week - After a lot of resources, we found a solution for our Map loading issues. We came up with the idea of using tiles only where the platform is and using an image as a background using a parallax background effect.

2 May - 8 May
10th Week - In this stage, we work on the code and discuss Design patterns and how to apply it to the Project.

9 May - 15 May
11th week - The last week, we worked on the test and adjusted and debug getting ready to submit it.