

CCT College Dublin

Assessment Cover Page

To be provided separately as a word doc for students to include with every submission

Module Title:	ATGP-Applied Technology Group Project
Assessment Title:	Individual Reflective Journal
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Declaration

By submitting this assessment, I confirm that I have read the CCT policy on Academic Misconduct and understand the implications of submitting work that is not my own or does not appropriately reference material taken from a third party or other source. I declare it to be my own work and that all material from third parties has been appropriately referenced. I further confirm that this work has not previously been submitted for assessment by myself or someone else in CCT College Dublin or any other higher education institution.

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 sprites.

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.