

Alisson Alves De Moura – Weekly Reflection journal.

**STUDENT NUMBER:**  2019142

Weekly Reflection Journal

| Date 18-23Feb | Data Collection and Planning |
| --- | --- |
|  |  |
| Description what happened? |  |
| **.** Resources farming  **.Resource creation**  **. Resource planning** | Research of items that could be applied in the project given a few modifications necessary. spent some time verifying sources for sprite art application in Java environment |
| What was good/bad? |  |
| Mostly good | A crucial part for development is to have resource ideas to implement in the artefact.  The collection doesn’t go only by sprites but also is useful for idea implementation in the future |
| What else could you have done? |  |
| **.The focus could’ve been allocated completely to automated sprite creation to save time** | Today I see the time allocation on unrealistic resources could have been used in a smarter way, making the team save precious time to allocate on more important tasks in the future. |
| What could you do next? |  |
| **The blueprint for these objects implementation** | The planning for the implementation of similar objects. |

Weekly Reflection Journal

| Date 24-02 Mar | Project Restructuration |
| --- | --- |
|  |  |
| Description what happened? |  |
| **Project Lecturer suggested us to change the engine to use Java** | During the class Mr. David informed we’d be expected to get low grades for creating a project with the aid of an engine as there would be little space to show the knowledge learned during the course. |
| What was good/bad? |  |
| In general it was bad as the time for planning was almost over. | The time spent during the last semester researching engines was lost and now we’re against the clock to learn how to create an engine interface in Java. |
| What else could you have done? |  |
| **Maybe learning this information before would change the final result significantly** | Studying the implementation to the project in an Java environment from the beginning would have given us the power to start coding from the first semester and perhaps finishing the game completely in time. |
| What could you do next? |  |
| **Learn game threads and features for Java** | A new study plan for a java approach would have to be created. |

Weekly Reflection Journal

| Date 03-09 Mar | Java Utilized for Games Research |
| --- | --- |
|  |  |
| Description what happened? |  |
| **Discuss the Java for games learning plan and set goals** | During the class we’ve had a sprint to define a approach for every member to learn different aspects simultaneously to manage time properly;  Along with it I resumed my researched for more resources not to fall behind the curve later. |
| What was good/bad? |  |
| This was positive, but not very realistic | The researching a whole new aspect of Java programming is too abstract to define goals and functions. |
| What else could you have done? |  |
| **Every member learning the same concepts at the same time instead of finding different aspects to learn** | If all members have the same base knowledge, it would be much easier to define functions, as everyone would understand how realistic each task really is. |
| What could you do next? |  |
| **After learning the aspects of the Java language focused on graphic user interface** | Continue to learn the tools and aspects to implement a running game interface properly. |

Weekly Reflection Journal

| Date 10-16 Mar | Tasks divided, research evolve |
| --- | --- |
|  |  |
| Description what happened? |  |
| **Advanced on the research, we decided to start dividing tasks to create the project prototype whilst keeping on learning more.** | There was still much research to do, but by this time I was ready to create some resources for the project, worked on character animation and Sprite creation.  Along with this, the group were given tasks to run through the week. |
| What was good/bad? |  |
| In general it was good to see some work getting done fore morale | The team morale was down since the bad news a couple week ago, and seeing some work done would make a difference. |
| What else could you have done? |  |
| **At this time, there was still some free time We could use to study more and be a little more enthusiastic with the project.** | I f the morale wasn’t so down, maybe more could be accomplished during this period.  Soon after this we should have much less available time to work on the project. |
| What could you do next? |  |
| **The process of learning was still in construction, as the ideas which were abstract started gaining some form** | Creating some code to test the new skills acquired, and also boost team morale. |

Weekly Reflection Journal

| Date 17-23 Mar | Character Classes |
| --- | --- |
|  |  |
| Description what happened? |  |
| **The code was slowly implemented to create the game; we had success on implementing a visual instance to work I worked on the interactive objects such as Citizens, the player and the idea of the particles.** | Much was accomplished after we learned the basic concepts of a game interface in Java; We managed to implement a running game loop and dynamic objects. |
| What was good/bad? |  |
| The code running was a good boost to the team, so it was very good | With some complex features implemented, even with bugs, was enough to make the team a little bit more excited with the project. |
| What else could you have done? |  |
| **At this time, there was still some free time We could use to study more and be a little more enthusiastic with the project.** | I f the morale wasn’t so down, maybe more could be accomplished during this period.  Soon after this we should have much less available time to work on the project. |
| What could you do next? |  |
| **Much debug was required in every aspects, and we noticed the optimisation of the processing power was being compromised, demanding us to find a way to reproach some pieces of the code.** | With some smart time management we would have to prepare for other assessments and keep a close pace to the project development. |

Weekly Reflection Journal

| Date 24-30 Mar | Code performance planning |
| --- | --- |
|  |  |
| Description what happened? |  |
| **The code implemented was working according to plan, but some problems with the performance were visible now and demanded attention** | A sprint was made to collect ideas to address the issues, and the idea of creating separate labs environments for testing outside the repository was chosen. |
| What was good/bad? |  |
| It is neutral with potentiality for being good if the communication is maintained or bad if it’s not | Having different environments for testing create rogue programmers units that makes communication challenging but also gets much work done in a safe environment, |
| What else could you have done? |  |
| **Maybe instead of creating different work environments different branches could be created to keep communication and also achieve the test desired environment** | Using different branches would make it possible to keep communication at prime, and share working code between the environments easily. |
| What could you do next? |  |
| **Once optimized parts of code are reached, they should be added back to the Prototype project.** | As the programming work properly, the project would have it back to keep being worked on. |

Weekly Reflection Journal

| Date 31-06 Apr | Backups and Transitions |
| --- | --- |
|  |  |
| Description what happened? |  |
| **The implementation of working code was ready to be applied, and as there were different environments, some backup was also done** | During a fast Sprint, we checked the work of the programmers and started to implement the working pieces of code to the main branch repository. |
| What was good/bad? |  |
| It was mainly good, but not quite ideal | 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 enough now to be addressed by creating a new working engine environment we can work from. |

Weekly Reflection Journal

| Date 07- 13 Apr | Experiments on rogue code |
| --- | --- |
|  |  |
| Description what happened? |  |
| **I spent time trying to implement new code ideas to functions in a project inside my machine to avoid breaking the project we already had** | After s few dozen unsuccessful tries, I later on decided on focus on other assignments for the semester as to clear my mind. |
| What was good/bad? |  |
| Ideally good, but for a fact bad. | The experience of knowing what not to do is as valid as the successful experience, Just not the right time for it as the time for completion was getting closer |
| What else could you have done? |  |
| **I could have researched other working similar Java game codes to learn how they managed to overcome the limitations we’ve found** | As to avoid plagiarism I kept distance from other codes, but now I see the patterns are meant to be the same, and now I understand I could have used my time better. |
| What could you do next? |  |
| **For the next couple weeks I’d invest some time resolving other assignments and studying for other subjects as my objective was also get good grades for other subjects for this semester.** | I thought I also needed some time to rest my mind from this environment and be able to come fresh-minded to it to accomplish as much as I did during the first programming weeks. |

Weekly Reflection Journal

| Date 14- 20 Apr AND 21-28 Apr | Time off for other subjects |
| --- | --- |
|  |  |
| Description what happened? |  |
| **I spent most of my time working on other subjects along with other team mates in order to clear the anxiety pressure on us.** | I true believe the emotional stress of many deadlines was getting into most of us, therefore we spent some time focusing on other subjects. |
| What was good/bad? |  |
| Ideally good, mainly neutral | Work in a stressing environment created by the deadlines pressure wouldn’t surface much, therefore the result would be very similar as not was being accomplished already for a few weeks. |
| What else could you have done? |  |
| **Other ways to relieve emotional stress would work directly on my mind health** | Working in mind health is important, but not many people have access, time, or know how to do so.  And on this mind state someone cannot really see things clear enough to overcome these limitations. |
| What could you do next? |  |
| **After accomplishing all the other subjects demands, We could come back fresh-minded to the work and resolve our problems with a new energy boost.** | Even though I believed little on this result, this actually happened as planned. |

Weekly Reflection Journal

| Date 28-04 May | Code Review |
| --- | --- |
|  |  |
| Description what happened? |  |
| **I Spent most of time remembering the methods and classes created in the code, also spent some time creating more graphics resources** | Whilst the team wasn’t completely back from their assignment retirement, I Spent some time familiarizing myself with the code and then experimenting again |
| What was good/bad? |  |
| Good | It wasn’t expected for me to get back making working changes, I believe this was a smart decision |
| What else could you have done? |  |
| **I could also started creating a plan and touch base with other team members to see if anything was done with their rogue code environment so we could save some time** | Later we’ve learned Diego was working on the code optimization using as base a new engine instantiation that would later work perfectly with out logic. |
| What could you do next? |  |
| **After being familiar to the code, the idea was to plan the actions we need to take on the code and distribute tasks once again.** | The plan was not communicated to all by this time, as many were still struggling with other subjects. |

Weekly Reflection Journal

| Date 05-11 May | New Approach, Merging |
| --- | --- |
|  |  |
| Description what happened? |  |
| **Diego showed his new approach to the game, and we had a sprint to decide how to implement this in an environment where we can all contribute. And also how to work in the deliverables alongside.** | After the sprint, we decided to make the transition to the new code, some merging and classes were created to increment the game also as the transition for sprites and map. |
| What was good/bad? |  |
| Excellent | The new code utilized the main concepts avoiding some big problems we faced before. |
| What else could you have done? |  |
| **At this time I just didn’t invest more time to it as I still had one assignment to deliver a few days later, other than that I’ve done the best I could on the transition.** | The transition was done smoothly with few easy fixable bugs, and then new features were added also easily. |
| What could you do next? |  |
| **The next part would be finishing the particle movement, maps, game Over, and other final aspects to the game Demo.** | The plan was to create a way to show all the work done so far in a game loop that have a start and an end without any error. |

Weekly Reflection Journal

| Date 12-15 May | New Approach, Merging |
| --- | --- |
|  |  |
| Description what happened? |  |
| **All other classes were implemented, new sprites implemented, zenith events and citizen events as player’s events. Music added project organized and documentation created** | This last sprint defined the last ideal format the game would have, many minor bugs were fixed and all other finishing features were added; then most of the group worked on writing the deliverables. |
| What was good/bad? |  |
| Excellent | The amount of work done this last three days was huge and at the end the code worked smoothly. |
| What else could you have done? |  |
| **I believe I did the best I could.** | Not much time to replay planning by this time |
| What could you do next? |  |
| **Prepare the team for the presentation and questions for the examiners.** | The plan was to create a few sprint sessions to go thought the work and train all to know everything about every aspect of the work. |

LIST OF Main Tasks ACCOMPLISHED:

-Game history

- Co-creation of game mechanics logic for objects.

-Create objects table for the word document.

-Create the test tiles and player/citizen sprites.

-Comment most of the code (name in comments).

- Co-created the code mechanics for characters.

-Bug fixes on game engine and character classes.

-Creation of classes (name in comments).

-Adjustments for camera, sprite instantiation, parallax.

-Co-research and reason for OODP applied into the code.

-Sound research, edition and Co-application

-Organization of the project folders and refactoring

-Creation of demonstration video and script.