Week 08-01-2018

Social Anxiety Workbook

Current goal: To complete the Shyness and Social Anxiety Workbook
Life goal: To reduce anxiety and make more sensible choices in spite of it

Pages read:

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
-	-	-	-	-	-	-

Unreal Game Music

Current goal: To produce four songs to show to the team with hopes of inspiring them, whilst developing composing skills
Life goal: To use my creativity to inspire teams

Time written (seconds):	<length of the piece goes here>
Self-review	<miscellaneous points can go here>

Personal Project Schedule

Current goal: To break focus at predetermined times and complete specific personal tasks
Life goal: To become comfortable breaking focus and switching to new tasks without delay

Task	Date	Time to work on it	Done? (explain)
Work on Genesis	Monday 8th 12:00	1 hour	No ('cause it hasn't happened yet)
Draw some supervillains	Monday 8th 15:00	1 hour	No ('cause my future self broke his ankle)

C++ project

Current goal: To use only new and delete for dynamic class allocation in my next project
Life goal: To demonstrate sensible and modern C++ practice where wanted (in this case, adhering to traditional class allocation and inheritance rules)

Challenges encountered?
<Note here any obstacles involving classes, inheritance, virtual functions, etc>