**Individual Reflective Evaluation**

**Matthew Biggins – S1316320**

**Group Members:** Matthew Biggins, Jordan Coyle

**Matthew Biggins** – I was responsible for working on creating the component system that made up our game architecture. After this I then began implementing some effects such as the skybox, particle system and various shader effects.

I felt as if I put a lot of work into this as I implemented most of the features and worked daily to improve things. I still didn’t get that much done as I had trouble in understanding parts of the module. It took me a while to come to terms with some of the concepts so I didn’t really make any real progress for quite some time.

**Jordan Coyle** – Jordan was responsible for making the camera movement, an fps counter and bounding volumes. Unfortunately he wasn’t able to complete this except for some simple camera movement via the arrow keys.

Jordan could have done a bit more such as completing the tasks above but I think he had trouble understanding things too. Jordan still put in a lot of effort on the task he was given but had trouble finishing it.