## **Supervision & Reflection Template**

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Course	BSHCSD4
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## Month:

## What?

Reflect on what has happened in your project this month?

I'm starting to feel the pinch now with these last two weeks of work I've been doing for this project however now we coming to a head with the project as we have to submit it now. Thankfully with my careful planning with what I felt like i could get done in the time I have left I am satisfied with where I'm at with what I've developed

## So What?

Consider what that meant for your project progress. What were your successes? What challenges still remain?

I've gotten the game to a "Complete version" as I've called it. What I mean by this is that it is at a point where I could consider it complete to my standards for the submission however, I've left it very open for further development If I wish to continue working on it. As for challenges, I'd say the biggest one now would be to handle the presentation, Other than that I'm not worried anymore

Now What?	
What can you do to address outstanding challenges?	
The best thing I can do for dealing with my stage fright for the Presentation is to simply practice what I'm	
going to talk about and time it so I'll be ready and go from there	
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