

Supervision & Reflection Template

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Course	BSHCSD4
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What?

Reflect on what has happened in your project this month?

Within this past Month we have done our Mid-Point presentation and have created a prototype of our games to show off for said presentation, I admittedly was a little messy with my presentation however i believe what I showed off was quite good for a prototype, If I could do it again I definitely would practice the slides more but as for my Prototype it gave me more to think about when it comes to adding more to my project as I was asked some interesting and thought provoking questions

So What?

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

I was rather proud of myself for creating my prototype as it gives me confidence for making a more fleshed out version of the game. While all this is good, I still have a long way to go as I want to add lots more features and a story so the player can get more immersed, with all these other features means lots of learning and practice is involved however I'm up to the task.

Now What?	
<p>What can you do to address outstanding challenges?</p> <p>When it comes to current challenges, I need to revise my plans for development and come up with an effective work ethic. I also need to do more research for working with RPGMaker and learn to make custom scripts for developing unique parts for my game.</p>	
Student Signature	Karl Miller