

Supervision & Reflection Template

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Month:

What?

Reflect on what has happened in your project this month?

This month was by far the hardest month so far but also the month I might have gotten the most work done, Admittedly I was struggling on some stuff that was boiling for a while now and during this month I broke down so theres a good lesson to learn here with stress management and how i need to work on that. As for work with the project itself I created a bundle of new floors for level variety up to the boss floor but the boss needs to still be implemented

So What?

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

I still want to add an entire new area and after my other assignments for college are finished then I can get to work on adding those and a few NPC's that the player can interact with. I still have my work cut out for me but they are giving us a month so solely work on the project so if all goes well I should be just fine with what I want to do.

Now What?	
What can you do to address outstanding challenges?	
To handle the current challenges I'll need a clear head so until the other assignments are out of the way I will plan things out but not make any additions until after my other things are done, That way I wont get overwhelmed and panic if i try to add to many things to my project!	
Student Signature	Karl Miller