

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?

This month I got my supervisor which was Emer as stated above, We were able to have one meeting due to a few complications with outside factors however during my first meeting we discussed the idea of my project and how I can improve and flesh it out to which I have and I shall talk to my supervisor tomorrow about what to do next. Ive been able to get the groundwork for my idea created and I'll begin development with some level concepts etc.

So What?

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

I've started to get the ball rolling in terms of gameplay design and some story so thats always a big step in development with the project however I still am yet to get started on actual development for the prokect and I would like to get to work soon, There will be a lot of things I need to make for this project but I'm really excited to get to work on something I'm super passionate about. However something Emer mentioned to me was to not lose focus of the project and be more critical of my ideas so my work isnt sloppy

Now What?

What can you do to address outstanding challenges?

The only thing I can really say is that I need to put plenty of time into development and research what's most important in terms of what I need to work on and talk to my supervisor about the next steps in development. When it comes to my ideas I'll need to sit down and think about them more critically whether they are actually good or not

Student Signature

Karl Miller