**Supervision & Reflection Template**

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**Month:**

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| **What**?  Reflect on what has happened in your project this month?  This month was all about setting up my documents for my pre-development stage, Such as Flowcharts, Use cases, A Gantt chart etc. With a fair amount of assistance from my supervisor I was able to create more accurate and professional looking documents which will push me in the right direction when it comes to developing the game itself. | |
| **So What?**  Consider what that meant for your project progress. What were your successes? What challenges still remain?  I feel more confidant in my processes for developing the game when it comes to the beginning of development, The use cases I’ve created give me a foothold when it comes to starting my developing and making sure the absolute basics are fully functioning and creating a very basic build of the game. I still need to create the presentation for the Midpoint presentation. | |
| **Now What?**  What can you do to address outstanding challenges?  The simple answer to all these outstanding issues is I need to blast through all these documents and build a basic build for the Midpoint Presentation, It’s a big hurdle but If hard work is put into it i should have not too many issues now. | |
| **Student Signature** | Karl Miller |