**Assignment Self Evaluation Sheet**

**Programming for Graphics and Games Assignment 2**

**Student’s Name**:

*This self-evaluation sheet is marked only on completeness (i.e. please be honest!). The purpose is to help you reflect on your performance and to help identify features of your work.*

|  |  |  |
| --- | --- | --- |
|  | **Yes** | **No** |
| Did I complete the minimum requirements for the assignment? | ✔ |  |
| Did I add any extensions to the assignment? |  | ✔ |
| Did I read up on the subject beyond lecture / lab contact? | ✔ |  |
| Did I spend enough time on the assignment? | ✔ |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Very happy | Satisfied | Disappointed | Ashamed |
| How happy am I with what I submitted? | ✔ |  |  |  |

|  |  |
| --- | --- |
| What sort of mark do I expect? | **60%** |

|  |  |
| --- | --- |
| References for sources and tutorials I used: |  |
| Main features of my project: |  |
| The best part of my performance was: |  |
| The worst part of my performance was: |  |
| One way in which I could improve my submission is: |  |
| One thing I will do to improve my next submission is: |  |

**Report Template**

*Total word count for this report is 1000 words, ± 10%. Guides for each section are given below in red. Please delete all the text in red before you submit your report.*

**Introduction**

*In 50 – 100 words, what is your game / tech demo about?*

**Previous Work**

*About 500 words.*

*Look at what work other people have done in the area or topic your game / tech demo covers. Try to look at academic publications from journals and conferences. If you made a game, who else has made games similar to yours? What effects are prominent? Can you find academic publications for those or similar effects to explain how they were made?*

*Try to do more than just describe the work, try to analyse it. You can identify strengths / weaknesses, compare and contrast, consider limitations and differences in approach.*

*Even if you didn’t manage to achieve what you wanted with your program, this is your opportunity to investigate an area that interests you. This is good practice for your final-year dissertation, where you’ll have to write a full literature review.*

* Talk about the unity tutorial: added difficulty increase, multiple asteroid types and movement speed manipulation
* Could relate to space invaders with movement and shooting (invaders aren’t randomised, uses 2D art instead of 3D)

**Design and Implementation**

*About 100 words.*

*Very briefly describe any design and implementation details of your work. Don’t go into code-level details (that’s what the code is for!), just talk about high-level design. Also, did you use any techniques from literature?*

**Analysis**

*About 300 words.*

*Analyse your own work. What are its strengths and weaknesses? How does it compare with what you found in the literature? What could you have done better and why?*

**References**

*Put your correctly formatted references here. Please refer to the BU referencing guide for formatting details:* [*http://libguides.bournemouth.ac.uk/bu-referencing-harvard-style*](http://libguides.bournemouth.ac.uk/bu-referencing-harvard-style)

*This section does not count towards your word count*