**Week 1**

We spent week one doing the Lego Robot Olympics which I found quite easy and very fun. However, I feel our attempt to make a robot that could perform all tasks without any changes was what held us back the most during this week. Although our robot could perform the majority of the tasks, it found it unnecessarily hard to perform a few, this could easily have been solved if we made our robot modularly.

**Week 2**

In week two we spent the majority of our time focusing on a game design s for board games. This involved working in small groups to create a board game based on a few key words we had been given. I found that my group managed this task quite well. I think this is because we communicated well as a time and all very quickly had a very similar image of what the game would look like while prototyping.

**Week 3**

During week 3 we created another small game, however, this one was a text based adventure game based on two key words. After this we learnt about the benefits of Agile Game Development and how we could implement this in our own processes. I found this session particularly useful as I feel like I would enjoy creating games in an agile way.

**Week 4**

The main point of learning for me during week 4 was the introduction to GitHub and version control. This was because I had never been properly introduced to it and it could prove to be a very useful tool when creating games within a group or team. Although I feel like I will need to spend a lot more time covering version control to properly grasp even the basics.

**Week 5**

During week 5 we produced our handouts for the digital games we had been making. This was in preparation for presenting them to the class. I was looking forward to this as I enjoy presenting, and I felt like, although my game wasn’t chosen, my pitch was successful. We also learnt about Computational Complexities in COMP 110, which I found interesting as I hadn’t thought about the effect that certain functions could have within algorithms and how best to optimise them.

**Week 6**

During this week, we learnt another useful tool. This was LaTex, which is a useful tool for laying out and producing essays. I know that this tool will be invaluable throughout my time on the course although my initial impression is that it is a little overkill for essays and is much better used for creating official papers and research documents for the industry. I do, however, know that my essays could be seen as the latter two.

**Week 7**

During this week we had the representative and founder of Software Cornwall come in and talk a bit more about the wider uses of the Agile method within the scope of Software development. I found this talk very useful as I find Agile very interesting. We also presented our research documents to both our tutor and the Software Cornwall founder. I again found this fun and felt like it was a successful presentation.

**Week 8**

During this week, we spent a lot of time working in our team game development project. Our main problem throughout this was the fact that we kept on getting many conflicts on our github repository which was because we were working on the same file at the same time. To overcome this we were shown a very useful method of working called Mob programming. I found this method invaluable as it saved a lot of time during development as it cut out a lot of the conflicts that were occurring, saving us time overall. The hardest part about this was adapting our style of work to mob programming as none of us had ever used this method before, but I feel that we were successful because our team has very good communication skills.