* Time Management

I have found time management hard this semester for very different reasons from last semesters. While last semester I was issue was primarily due to prioritisation, this semester has been down to unavoidable circumstances, such as illness. I have found it very hard to work while I have been ill, and I’ve been really Ill this semester. I feel like I have kept up with the work quite well, but have still been behind on certain bits of work. I feel like my prioritisation skills that I gained after working on the goals I set last semester have helped me keep on top of my work massively though.

* Specialist programming skills

I feel like I have learnt a lot of new specialist skills this semester. The specialist skills that stand out, however, are the extra depth of C++ knowledge within unreal, and especially the server setup and implementation. I feel like this will be very useful knowledge in the future. I do, however, feel like I have struggled when we have been learning this. Most notably with the SQL and UML. I feel this is because I have never done anything like this before. I believe that I could improve my learning by reading up about subjects before we learn them in lectures. This would help because I would already have a basic understanding of the subject before the lectures, meaning I could focus more on areas I did not understand.

* Version Control

I feel like my knowledge of version control has increased massively this semester, however, we had to work on a different platform this semester as we were working with the BAs and so had files that were too big for Github to handle. I feel like adjust to the new version control platform, SVN, was a good move because in the end it expanded my overall knowledge of potential platforms. However, it was not the smoothest of transitions. We had many issues in the beginning with work being over ridden and lost and many unfixable errors. I feel like if I had had some prior knowledge with this platform it would have helped immeasurably and would have allowed me, and the group on the whole to get to work quicker and would have allowed us to progress through the project quicker. In the future I should try to work with any possible software that I will be using prior to actually having to use it.

* Planning

I have found that despite implementing my plans to improve from last semester my planning skills are still underdeveloped. This is because that I often find that I’m having to go back and work through my code to refine and optimise it in simple ways that could have been avoided if I had planned my code beforehand. This means that I waste a lot of time doing things that could be avoided if I take time before coding. I find that although I have improved on last semester by getting into the mind-set of planning, I still do not do it enough. I find that I still spend a lot less time planning than I should. This has been especially more noticeable as I have been working on larger group projects and code that I thought was readable, other programmers have found harder to read. I have worked on this by saying that I have to spend 10 minutes planning out my code before I actually write any. I have found that being strict in this respect has helped me to improve the quality of my code for others more than my attempts at improving last semester were.

* Hardware

I have found working with the hardware challenging this semester. I think this is mainly because I have never really done anything like it before. It was very interesting to learn about this aspect of the industry. I think I found it difficult because it requires a whole new way of thinking from programming, although both are logical I have found that they, perhaps, aren’t transferable or interchangeable. I found that the best way to overcome this problem was to just experiment using the Arduino. I found it both fun and helpful to play around with different possibilities, and different options when using it. I found that after I had had fun using the hardware I had gained a good understanding of it for when the assignments were set.

* Conflict Resolutions

During our group project we had a few occasions where certain members of our group would refuse to work or even show up to and stand-ups or studio work. This posed a problem as it both brought team morale down and made other members less inclined to work. We quickly realised that this could become a larger more widespread problem and decided to work to resolve any issues that may have occurred, or find out way team members may not want to work. I sat down with those members and spoke about how we could come to a compromise with work. Although I feel like it may not have fully solved the issue, telling the offending team members about how they could cause a domino effect within the group seemed to help motivate them as they realised that they didn’t want to let the team down. However, we did also plan around them, making sure that their jobs would be covered by other team members just in case.