# Pre-Production 1

## Student Self Evaluation

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| Employee Information | | | | | | | | |
| Name: | | | | | Daniel Schenker |  | |  |
| Job Title: | Technical Director | | | | | Date: | 2012.08.28 | |
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| Producer: | | Neal Mehai | | | | | | |
| Review Period: | | | | July 2012 to September 2012 | | | | |
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| Goals | | | | | | | | |

Describe the goals you had set out to accomplish for this time period:

Lay out the main architecture of the code

Code everything pathing related

Organize input ability for game designers

Code the overall connecting pieces, such as a simple spawn manager, etc

Which goals did you accomplish?

All of them

Which goals did you not accomplish and why not?

I was one week late for the very first skeleton build

Which other objectives did you meet, beyond your stated goals?

I wrote explanation files of how the code works

I wrote explanation files of how the continuation of the code should be written in order to properly connect to the already completed work

Which achievements are you most proud of?

I’m most proud of completely finishing the spawning and pathing manager, in spite of my role to only complete the pathing manager (as the spawning manager was not my job initially)

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| Risks and Expectations |

What kind of risks did you take during the time span of this evaluation?

I spent the entire first week trying to write code that is compatible with both Game Maker and Unity, which turned out to not be compatible, due to unforeseen differences between Game Maker Language and C#. In the end it was ok as I was still able to make a second version that was designed for Game Maker only, which worked fine.

Were the risks worthwhile? Please explain why or why not.

The risks I took turned out to be a good thing, as now a lot of code and planning has been done for Unity as a head start.

What are your expectations for the next evaluation time span?

My expectations are to have a complete alpha done by week 9 of next semester, with properly laid out code that is very clear. I would much rather prefer this over having a rough build done part way through that is messy, as constructing code with the long term in mind over the simple getting it done is worth much more, as it prevents buggy code. I understand that a rough build is required early on however in order to allow the full team to work on the entire project. To get around this the programmers plan to have a TDD done by week 1 next semester that lays out the plans and architecture for the rest of the project, thus allowing for cleaner code that will still have the ability to have a rough build early on.

What can your manager do to help you achieve your future goals?

Help me to ensure that everyone reads my documents, so that there is less confusion between team members.

What are your goals for the next evaluation? Please be clear and concise.

My goal is to be on time for ever class. Coding wise I know that I am good, which means that time management is my biggest weakness, so I’m going to focus on it the most. I also have much better means of transportation, thus allowing me to get to school quicker, and safer. I would also like to stay in better communication with everyone, especially the other programmers. I have already taken steps towards this by getting all of their contact information, as well as I now check my gmail every day, and have multiple reasons to since I have now forwarding everything to it, which means that I’ll have to check my gmail no matter what anyways, which will help resolve the communication issue.

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| Comments |

Additional Comments:

Thanks for being a great leader, guiding our group that would be lost without you!

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| Feedback |

This suggestion probably isn’t under your control, but I would really REALLY like it if Tim (or whoever our teacher may be), could be more involved in the project, other than simply being a recipient of our product, and rather be more included in it. I understand his point that this is supposed to recreate an actual work environment, but I still feel that a bit more guidance would be nice.