

# Reflection Document

So this has been an, interesting semester. First of all, covid has been a *massive* pain when it comes to productivity. I've found it really difficult to stay motivated to do all my work, especially considering the fact that I'm at home with my family sharing a room with my brother, who really doesn't make it easy. I remember the last specialism module being significantly easier, as I was doing the briefs surrounded by other people also working, which kind of, got me in a working mood I guess. Now it's just, I have to figure out when to do work. Which should be easy. I'm just finding it really difficult as of late. Hopefully next year is back on campus, because I'm not sure I'd be able to get my AGP finished from home. Not only has the pandemic made things difficult, but my hard drive decided to stop existing mid march, and I stupidly didn't save backups. It's only the times I *don't* backup that stuff goes wrong. Anyway, now I backup *everything*. This wouldn't have been as big of a problem if I hadn't forgotten about it, which meant I ended the module with none of the really challenging briefs done, which is rather disappointing.

As for the briefs I did do, I think I chose some that taught me helpful things. First of all, the auto scrolling textbox. Through this brief I learned about the `preferredHeight` and `preferredWidth` methods. These get the width and height that the text wants to be, and allows you to use it to create a box behind the text. I also messed around with image anchor points to make the end points stick directly to the outer box. All in all, this taught me some really useful things about the UI components in unity, and I'll definitely be using it again at some point, maybe even in my AGP project next year.

The FPS counter is just generally a great tool to have. I will definitely have one in some form in my AGP project, as it's just a neat little feature in any game. I do however need to work on making an fps counter that updates every frame, rather than every second. This would make the fps reading much more accurate, and also look less broken.

The rolling road brief was great, and I definitely see myself using it for some form of endless runner in the future, particularly for game jam projects. It taught me about instantiating objects and adding them to arrays to modify all of them at once. It also works with any road model you'd put in, which is great and is definitely something I should do for all my scripts, as it means I can use it for more than just the original task.

The speedometer was pretty simple, but also a cool one. I kind of just did this one because I had time at the end of the lecture, but it's still useful knowledge. It also tested my math to get the correct conversion rate from metres per second (unity's default speed unit) and miles per hour (what the brief wanted).

I kind of messed up after my hard drive died. I *really* should've acknowledged the fact that my briefs I'd already done / started were lost, but instead I just kind of forgot about them as finished briefs. This meant that my final submission was not as challenging as I had hoped it would be. Obviously that is going to effect my mark, but I really didn't have time to re-do a harder brief at the end of the semester, although that is probably my fault for poor time management. The pandemic definitely made it harder, however everyone's been going through that, so I really need to sort myself out. I'm really hoping everything is back to normal by next year, because I genuinely don't think I'd be able to finish my AGP and dissertation if everything was like this. I barely finished my modules for this semester.

Outside of the specialism briefs, I have still been challenging myself with programming. I know it doesn't count towards the mark, but my AGP prototype was incredibly technically challenging, as I'm

using unity's physics engine to create a game based around ropes and grappling hooks. It has been really fun, and I really do enjoy challenging myself with programming, however with this module, only two of the advanced briefs interested me; one I had done last year and the other involved learning a new language (hit a moving target and edge detection shader). In hindsight, I probably should've tried another advanced brief, even though none of them particularly interested me, as in the future I won't just be doing programming that interests me. Again, I may try some of these over the summer.

I also wish to do other things during the summer, for example taking part in game jams. Another thing I *really* want to do is update the game I made for my IPP module in year 1 (speed draw). There are loads of things I want to do differently with it, and summer really gives me the time to mess around with it. I'll also be working on my AGP project during the summer, as I want that project to finish as amazing as possible. Basically, my summer is going to involve a significant amount of programming.

I'm going to finish off this document by complaining about the whole pandemic situation again. It has *really* made things difficult for me over the whole period. First of all, being at home is difficult, especially with my messy student sleep schedule. It means that most of the time when I would be working, I have my brother being incredibly loud a couple metres away from me. This was worsened during the times when schools were closed, as he was *always* here. Also, home is where I used to relax, but now it's been turned into my workplace too, which has really messed with my scheduling. Before I'd spend all my spare time working at university, with other people working with me. It was a work place. Home was a relaxation place. There is also my PC being not the greatest. First there is the obvious hard drive dying, which really hit hard. There are also some other really weird issues that I have to deal with, for example when I turn on my PC from being shut down, I have to swap the slots that the RAM is in on the motherboard otherwise it won't turn on. I don't get it. No one else get's it. It's confusing and I really should upgrade.