# Reflection document Yr2 Specialism

As this is the second year that I have done the specialism I believe that it has gone a lot better then last year considering the fact that I knew what I was getting into and knew what and how I would need to set it all up, I decided to do programming again this year as that is what I enjoy doing and is what I see myself going into once I leave university, although I still need to work on my programming skills I do believe that I have become a better coder since last specialism. Something that I learnt from last year was that I didn’t need to do a brief in one sitting and can take breaks as I had time to do so, as last year I would often just sit down and work until I had completed the brief to a good enough standard, this would often lead to stress and working without a break for long periods of time, to combat this I have made it my goal this year to work in smaller segments instead of large periods of time, this has helped me to reduce stress from the work but also still get the work done to a high enough standard, Going forward I’m going to continue this working style as I see it positively effecting my work.

The first brief that I decided to go with was the shuffle for a music/radio this was something that I enjoyed doing as I was able to add test music files into the game and have an excuse to listen to some music whilst still claiming it was work related, Whilst working on it I knew that I would need to create an array and then randomly pick from it to get a new result, after I had done this I made sure to implement a way to not allow for repeating the same song right after each other with it storing the last song and if that song is played it skips to the next song instantly. Creating small things like this has been something I enjoyed as even though it is something so small it can be used in almost any type of game and so will be a nice thing to have in my code library to be able to be used, for example I could use it within my AGP next year.

Once I had completed the shuffle brief I moved onto creating a speedometer, at first I struggled on how I would complete this but after some research I realised it was actually quite simple once you have got the speed from the rigidbody with unity using meters per second and the brief requiring it in miles per hour I was able to find the right multiplication to turn the rigidbody speed into the correct measurement, with this I also made sure to display it on the screen so that anyone playing it would be able to see this, furthermore to be able to test it I added a movement script that I had created for my AGP prototype so that I could more easily test it due to it having a sprint function so I could test the changing in speed correctly displaying. If I was to go back and do this brief again I would try and do the extra credit part of the brief which was to create a visual for this that displays the speed like what would be seen in a car, I do not think it would be massively difficult to do and might try and do this over the summer break to keep my coding skill up to standard.

As well as creating a speedometer I also worked on a frames per second checker, which would allow anyone to see the current frames in the project, having something so simple but so useful available to me will help me a lot in future projects, as to check the fps whilst adding assets. Having something I can quickly drop into a project to check it will help a lot and make sure that my project does not have problems with lag and freezing.

Something this year that I have started to but need to do a lot more is annotating my scripts so that I can tell what it is doing whenever I reopen the script, this year whilst going back to an old project it took me a few minutes to realise what everything did, this could of easily been solved if I had annotated my scripts and given small descriptions to each part of it, as well after this incident I realised that if it took me a few minutes to understand the script again then anyone seeing it for the first time might struggle to understand it instantly. Therefore, wasting time that could have been avoided.

This year I attempted to work on the old currency conversion brief, although I was not able to complete due to it just confusing me, I have found something that I need to work on which is conversions, this is something I plan on working on over the summer to understand how to work it all out, this is something I want to understand at least in a basic form due to most games having a currency and being able to understand and create a system for it is something that would be a great benefit when working on any game.

As well as that whilst reading this I have gone back and looked at my reflection from last year and seen that one of the main things I talked about was not having a schedule and a good plan, this year I had a set of what days I would work on what and how long I would work on it before moving on to another one, this helped me a lot in keeping on track to complete everything.

Overall specialism has been a great way for me to complete briefs that I wouldn’t of thought about creating and to work on small tasks instead of trying to complete massive tasks and creating half baked scripts, going forward I will continue to complete small tasks like this to grow my code portfolio so that If I ever need a certain script for a project I know that I have created and do not need to waste time creating it, as well as that going forward I need to work on annotating my scripts so that if anyone reads it or if I come back latter and read it I can easily tell which bit is doing what. Also when creating scripts in general I should look to make them more accessible to be adapted in different ways either by creating more customisation that can be changed in the inspector tab or by creating the script to be useable even without using all of the script, an example of this would be a movement script where I could create a script that involves all types of movement and then if I need a movement script for another project but do not want a certain part of the script I could easily turn it off and the script still work well.