
Task 6 – Self-Evaluation

Challenges

The biggest challenge I had to overcome with the planning and pre-production was time management. I had a holiday planned early in the year which clashed with class time for pre-production. I was able to complete a few individual assessments before I left at the end of the first week but unfortunately, I missed out on all the group planning and game pitch ideas. Due to being away for the entire second week and break week I had to play a bit of catch up coming back.

I had to make sure all my individual assessment tasks would be completed by end of pre-production and complete my group related tasks. My group responsibilities were the TDD and prototyping a simple player controller. Me and Blake finished the TDD comfortably with a good level of detail, but I would have liked to achieve more with the player controller. I put in hours on weekend and some nights, but I prioritised my pre-production assessment tasks first. At least from now on I can just purely focus on production.

Successes

Although I couldn't have any real input on game ideas, I was excited to work on either of the pitches that my team came up with. I was especially happy we landed on the Isometric Hack & Slash game for our decision as I have always wanted to work on a project like this. The ideas and work the group had in place for this project so far made it easier for me to come back in and start contributing. We had Google Docs and Trello set up with tasks for everyone, it was easy to see where everyone was at and what needed to be done. This ultimately helped the pre-production process run relatively smoothly.

My focus was completing the TDD with Blake so we could plan how we were going to program the project and make sure everything that the designers wanted to create was achievable. We came up with good starting solutions for most of our technical challenges, I'm sure we will encounter things we haven't thought of, but I am confident we can figure out solutions to make it work with what we have so far.

I did want to focus a good amount of time setting up my Resume, LinkedIn, and promotional material as this will benefit myself in the future when I start searching for jobs. I know I could have developed a quick solution that would have been fine, but I wanted this aspect to be a higher quality, so I stand out from the crowd. I made sure to plan this so it is easy to update and improve on for the future.

Future Work

I have been very pleased with the groups work through this pre-production process. If we keep following our planning processes like using Trello and working together to progress the project, I have no doubt we will produce a great project.

Personally, If I could do things differently, I would have liked to be available for the entire pre-production process so I could have had more input into the game ideas and pitches. I was happy with the outcome we achieved regardless. I also wanted to progress my player prototype more than what I have currently done. While I'm happy with what I have so far, I still feel like I am a bit behind compared to what other groups programmers have achieved so far. More than happy to put in extra work to get where I want to be going forward.