**COMP3014 Evidence Archive Report**

**Developer:** *<your full name>*

**Role:** *<your target role building your profile as a developer through releases/client work etc., or if in a team, agreed role for project iteration and release >*

**Product/asset/Service:** *<working title/topic/ genre/platform>*

**Linked In:**

**Product or Portfolio URL:** *<if available>*

**Miro Board Link:** <Or chosen alternative>

**OneDrive Link:** <*Link to folder with planning assets*>

*<Add more links that are appropriate (social media, platform releases)>*

**Evidence for SMART Objectives**

*<Title each objective, reference (+ present if legible) evidence that details state of completion.>*

All my SMART Objectives have been taken from my original Strategy plan, these objectives were:

*Blt point objectives*

*In Here I can talk about the pros and cons of each one too , show some data, implementation of other goals, alternatives*

**Approach**

*<Outline your approach to achieve your goals and Journey – Link to evidence where appropriate.>*

*Portfolio Website:*

My approach to building my portfolio started at the beginning of this year, I was researching into what to build for this module when it became apparent to me that a lot of industry figures have their own portfolio site. Early on in this module I decided that one of my projects to build would be a portfolio site, and I did not want to make it by using a third-party website such as WordPress, I wanted to code this site myself as I felt it would add more of a personal touch and look more professional.

I began planning the website during the early stages of the semester using a mind map and a set of SMART goals. This structured approach helped me clearly define my objectives and timeline. Through research I found several examples of websites created by game developers, which served as valuable references. These examples guided me in identifying the type of content that would be most appropriate and relevant to include in my own website.

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After creating the initial site and filling it with all the content I had at the time, I hosted it using netify. I was originally using the preset domain it provides which was ,netify or something. I used this for a week or 2 and then realised when looking at other people’s sites, they all have their own domain, and it does look more professional and cleaner with a custom domain. Realising this, my approach to hosting the site changed, I no longer wanted to be on a domain called morganhodge.netify.app, I wanted a short and proffesnial name. This led me to undergoing research on how to buy a domain, this led me to GoDaddy, purchasing the domain morganhodge.co.uk for £6 a year. After purchasing this domain, I had to reroute my address through the hosting site netfiy and it was all setup.

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My portfolio will continue to be constantly updated as time goes on, with each new project I create or with each new iteration of my CV, the website will be updated to match. I am extremely proud of what I have created, it is a centeralised hub for all information about me. I can use this when applying for jobs, when showing industry figures my work, and for storing all my game dev work. This site is also designed to be versatile. When adding content, I made sure to include projects beyond game development to demonstrate a broad skill set to potential employers. By showcasing work in areas such as AI, Web development, and app development, the site reflects my ability to work across various sectors of the software industry. This strategic inclusion means the portfolio is not limited to just game development roles – it can also support applications for a wider range of positions within the tech field.

A graph with blue bars

AI-generated content may be incorrect.

*Figure 1: Graph of type of projects within my site*

This graph shows what type of projects are included within my portfolio, as of now I am aspiring to be a game developer, so the majority of projects are games. But with the way my website is set up, I can easily interchange the projects to display other work I have done to tailor to a specific job I may be looking for.

*Game Jams:*

My approach to joining GameJams were also originally planned within my stratergy plan,

were needed in order to fill out my portfolio and build on my skills , alternatives could have been

*What I wish I could have done*

*Future asperations*

**Index of Evidence**

*< List all evidence that supports journey + implementation. Describe what each item evidences>*

*Here also data as item evidences*

Networking Events

* Digital Plymouth

Digital Plymouth was a great experience as I got to talk and connect with industry figures, blabla made connections and learnt stuff

I wish I spoke to more , some other events I have been looking for

GitHub Customization

* Pinned repos
* Readme
* Links

Portfolio

* Hosting
* Domain purchase
* Industry Feedback

Linkdin

* Cold outreach (connect4connect?)
* Posts
* Data about engagement
* Reached out for feedback

Game Jams

* Made connections
* Built a following
* Got feedback

**Other**

*<If any documentation has not yet been described in this report, please detail it here and what it represents.>*

**Highlight Best Practice**

*<Based on your experience, is there any best practice/pitfalls that you can identify with clear actions?>*