Hi, my name is morgan hodge and this is my individual journey video, all resources shown and discussed in this video can be found at my GitHub repository, the link will be on screen here.

ON SCREEN IMAGE OF GITHUB THAT REANSITIONS

**Mind Map**

During the first stage of this module, I spent a lot of time creating a strategy plan.

Firstly, I had to think of what goals I wanted to achieve through this module, I had complete freedom to do whatever I wanted. I already knew I wanted to do something that would help me grow as a game developer.

To help me decide what it was I wanted to spend all this time working on and creating, I made a mind map

SHOW IMAGE OF MIND MAP AND TALK ABOUT THAT HERE

This mind map was created to visualize my skills, what my aspirations were for the future, what areas of game development I was weak in, and what I was good at. This would give me an idea of the gaps in my skills and make me think about what I could do to fix this.

After creating this, I realised that I lacked an online presence, and I had no portfolio. After receiving feedback from tony about my mind map, he agreed a portfolio would be beneficial, as well as the online presence.

This confirmed for me that I wanted to create a portfolio for myself and establish an online presence. After confirming this I created 2 more mind maps that were tailored to those specific objectives.

MIND MAPS

**SWOT**

During this planning phase I also conducted a SWOT Analysis, this explored the strengths and weaknesses of me as a person and as game developer. It helped me get a better understanding of the specific things that I struggle with, unlike the mind maps that just told me weather I did or didn’t do/have something. The SWOT analysis took a deeper dive into what exactly the problems and solutions are.

IMAGE

Once the SWOT Analysis table was finished I had a set list of what I can be working on to prevent threats through my strengths, and what I can be working on to make opportunities through my strengths. This was useful as I could pick skills that I am weak in , and make sure that whatever I create in this module, I can incorporate an aspect that will work towards also strengthening that skill.

For example, when I created this a weakness was “I don’t have a lot/ any connections to anyone or anything in the industry”, I took this weakness and worked on it and now I have a lot of connections to the industry and I feel much happier where I am now compared to when I wrote that.

**Retrospective**

My Next Planning tool was completing a retrospective, this was similar to the SWOT as this broke down skills and tasks into different sections to help visualise the data. Retrospective was more focused on the future and how to solve the problems, wheras swot was highlighting the problems as well as the strengths in more detail.

IMAGE

**GOALS**

Goals were one of the most important planning tools I created as this established what my actual goals for the module were. These took the previous planning tools I just mentiond and acted upon the weaknesses and opportunities that I stated to create goals.

My main goals were to

* Find a job in games development
* Create a social media presence that will help me get noticed
* Create a portfolio that displays information about me and my work

These goals had branches connected to them that told me various things such as what I needed to do in preparation before starting these goals, what research needs to be conducted.

Now the main goals were defined – they could be broken down into SMART GOALS

**SMART GOALS**

SMART Goals take a goal and break it down into five key criteria to make it clear, actinable and trackable. SMART = SMART MESURAVLE, AC

These smart goals were the most important of the planning tools as they told me exactly what I had to do, how do to it, what the time constraints and elaborated on the goal in every aspect.

**USER STORIES**

User Stories are similar to the smart goals in the sense that they take the goal and break it down into smaller task like sections. However what user stories does differently is that it takes the goal, turns it into smaller tasks and then breaks the smaller tasks down to even more tasks. This ends up giving you a to do list almost. It was very useful as it made it easy to visualise what I had to do and what I had done.

**Timeline**

A timeline was created , this displays a visual representation of the tasks, milestones and events that will occur over a time period. This included dates for things such as significant events, submissions, and personal milestones.

**RoadMap**

The last planning tool created was the roadmap, this was created in excel and took the user stories and combined them with a custom key chart I created to make a roadmap. This was a high level visual summary that outlined the plans, goals, and timeline for each goal.

**TRELLO**

ACTION TAKEN

ROADMAP PLANNED

MILESTONES ACHIEVED

INTREST

NOW I NEED TO BE LIKE

GOAL MAKE THIS :P ROVE THIS

STATS

REVIEWS

LINKDIN EXPOSER

EVALUATE

REFLECT