**Studio PDR Planning Worksheet**

**Objectives:**

**Outcome 1:**

1. Actively participate in meetings with the Product Owner for a good understanding of customer needs
2. Use Design Thinking techniques to plan a user-centric project
3. Use basic project management techniques to improve the workflow of an existing team project

**Outcome 2:**

1. Release production code on a regular basis for a team project
2. Attend regular team meetings and stay informed at all times
3. Have an active presence on GitHub (backlog, kanban etc)

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| Name: Paras Paras |
| Date of scheduled PDR meeting: Mid-semester/ Final |
| Discussed with: |
| What are your personal goals and objectives in addition to the course objectives?  *This could be for Studio, BIT or general career progression*  Beyond the course objectives, I have two main personal goals:   1. **Consistent Effort:** I want to keep working steadily on tasks and improve my focus and persistence by keeping things I am doing in my mind. 2. **Understanding Others:** I aim to better grasp what others need and expect, so I can adapt and contribute more effectively in team settings and fulfil the expectations of the costumer and the team I am working with.   These goals will help me grow both in my current work and future career. |
| What has gone well this semester? What are your strengths?  This semester, I’ve really excelled in bringing innovative ideas to the table, particularly in brainstorming new features for our game. I was able to clearly communicate these ideas to my team, which was well-received and appreciated. Additionally, I’ve gained valuable experience working on an existing piece of the program, which has taught me a lot about the benefits and drawbacks of refining existing systems versus starting from scratch. |
| What could have gone better and how? What would you do differently next time?  *If you could replay the semester over again, what improvements would you make?*  If I could replay the semester, I’d focus on sharing the structural problems of the program with my team early on and working together to address them, rather than just working within the existing, confusing structure. This would have made our process more efficient and less frustrating also we could have made a lot of functions actually work for eg- the function of resuming the game and saving the game data. Also I would try to focus more on staying on the right track and work on the expected objective.  However, I believe the key takeaway is to learn from our mistakes. While striving for perfection is important, understanding what didn’t work and why is crucial for growth. These experiences provide valuable lessons that help us improve in the future. |
| What are the next steps to take? What is your plan for further self-development?  For my next steps in self-development, I'll focus on creating detailed plans and ensuring their feasibility before diving in. This means setting clear objectives and verifying that everything is on track before moving forward. Additionally, I'll work on maintaining focus and avoiding distractions, such as the mistake of spending our first two weeks trying to develop a new game, which pulled us away from our primary goal of code reviewing and improving the existing project. Staying on course and learning from past errors will help me manage my time and efforts more effectively. |
| What barriers to your success exist? How do you plan to deal with them?  One barrier to my success is that I sometimes jump in with my ideas before fully listening to others. I plan to address this by being more patient and listening carefully to different perspectives before sharing my thoughts. This approach will help me identify any potential issues in my plans and refine my ideas more precisely. |
| What is not clear or is uncertain?  *In Studio, for BIT, at Polytech etc*  What’s still unclear for me is adjusting to the new pace and methods of study. After the first semester, things have accelerated, and there’s a much greater emphasis on self-study. This shift is challenging and makes me feel a bit lost, especially since I haven’t studied in this way before. It seems easier for those with prior IT knowledge, but for someone like me, it’s quite difficult to adapt.  Top of Form  Bottom of Form |
| What evidence do you plan to use to demonstrate your completion of the objectives?  (For the mid-semester PDR you will have only completed some of the objectives. Just bring evidence of those ones)  *You must include:*   * *links,* * *screengrabs and* * *brief explanations*   *under each objective below. Keep in mind that this should be enough evidence for someone who doesn’t know you to be able to tell that you passed each objective (together with your lecturer’s observation notes).*  *Link to github repo-* [*https://github.com/Mustafa12315/Studio-2.git*](https://github.com/Mustafa12315/Studio-2.git)  Example of my code getting reviewed and me rewing another code-      **1.1 Actively participate in meetings with the Product Owner for a good understanding of customer needs**  *Give examples of how you used these meetings to know what to build in your project. Show that you attended all meetings and didn’t just sit quietly in the corner.*      These screen shots can be considered as a good example of formal communications in a IT team although most of the communication was been done face to face because those can be more effective.  **1.2 Use Design Thinking techniques to plan a user-centric project**  *Give examples that show how you used Empathise, Define, Ideate, Prototype, Test techniques to ensure the customers would get what they actually need.*  **1.3 Use basic project management techniques to improve the workflow of an existing team project**  *Demonstrate that you kept your team and Product Owner informed of the status and progress of all your tasks (must be more than just verbal) and that you helped with work distribution and delegation.*      These Screen Grabs Show that I kept informing my team about my current progress.  **2.1 Release production code on a regular basis for a team project**  *Give examples of your code contributions that you’re most proud of. You’ll need to show code that’s at the level expected of a second-semester student, and demonstrate that you have contributed every week of the project time, including outside of scheduled class time.*    **2.2 Attend regular team meetings to always stay informed**  *Your team must hold daily stand-up meetings so that every team member knows what every other member is doing. Show that this was happening (e.g. how was it organised?) and explain the outcome of doing this.*  Our team held 5 to 10-minute stand-up meetings after class whenever all members were present. During these brief meetings, we updated each other on tasks and progress, which helped us distribute work effectively and stay informed about each other's activities. This routine improved our coordination and efficiency by ensuring clear communication and quick resolution of any issues.  **2.3 Have an active presence on GitHub**  *Demonstrate that you communicated well and often on GitHub: always made good Pull Requests for your features, wrote thorough code reviews, described Issues properly etc.*    On GitHub, I made a consistent effort to communicate effectively and keep everything flowing smoothly. I focused on creating detailed and well-structured Pull Requests for my features, ensuring that each change was clearly documented and easy to review. I also wrote thorough code reviews to provide constructive feedback and help improve our codebase.  In addition, I made sure to describe Issues thoroughly, outlining the problem and providing any relevant context to aid in resolution. While I tried to incorporate as many best practices as possible, not all aspects went as smoothly as anticipated. Despite this, I remained committed to maintaining clear and effective communication through GitHub to support our team's success. |