Learning Narrative

And

Self-Evaluation

# Learning Narrative:

During my self-directed study, I learned how to develop in the Unity Game Engine and create games from scratch and in tutorial format.

The main concepts that I learned during my study were as follows:

* **How to Navigate and Use the GUI of the development software** 
  + Creating, Importing: Scenes, Objects, Sprites
  + Using Mono Develop for Writing Scripts
  + Changing display modes for the type of development (2D and/or 3D)
* **Special Effects**
  + Using Animation
  + Using Particle Effects
* **How to use Prefabs**
  + Adding game Objects to prefabs
  + Changing and altering prefabs.
* **Scripts**
  + Working with colliders and physics
  + Importing and utilizing pre-built methods in imported scripts
  + Events and Delegates
* **GUI**
  + How to setup a GUI interface in Unity
  + How to use events (button clicks etc) to achieve appropriate results.
  + How to use NuGui for designing a user interface

The most important thing that I learned during my study on Unity, is the importance of being organized when working through a game design/project. I found that I spent more time looking for scripts/game objects then working on the scripts/game objects themselves.

When planning for my self-directed study, I took into account that my learning style has not changed since I left high school and made sure to plan my learning according to that style. My style of learning involves mostly hands-on learning while repeating concepts and ideas so that I retain them better when needed for future learning.

I chose to manage my learning by using the milestones that were set forth in my learning plan and stuck to them as best I could. Although sometimes during the process, I found that I had strayed from the path as some items in my learning plan took longer than others.

Due to the way that I prepared for my learning study, I can honestly say that I feel a bit more prepared for when I have to learn new skills in the workplace. That is because I now understand that I should plan for discrepancies and delve further into research before actually sitting down and learning the skill or skills needed.

# Self-Evaluation:

To evaluate this self-directed study, I will list the outcomes and how well I feel I met them.

## Outcomes:

1. **Learn the basics of Unity and it’s Interface - Mark: 25/25**

* I felt that this outcome was fully met as I felt very prepared when I moved onto developing in the environment for the tutorials in the online course.

1. **Learning advanced topics in Unity, Colliders, Animation - Mark: 23/25**

* I felt this outcome was mostly met as I was able to understand most of the concepts in this section however I did not feel that I fully grasped all the concepts.

1. **Learn Scripting – Basics and Advanced Topics - Mark: 23/25**

* Due to the lesson materials, I feel more confident in creating my scripts than I was at the beginning of the study but I feel that some of the concepts are still very foreign to me.

1. **Creating my own prototype (Capstone) - Mark: 22/25**

* After taking all of the skills and knowledge that I had obtained in my study and applying them in my capstone project, I can honestly say that it takes a considerable amount of time to develop and test a game. However due to the end product that I took to the showcase, I can say that I wish it could have been more polished.

**Overall Mark: 93/100**

Overall, I believe that I met all of the outcomes that I set for myself during this self-directed study but I do believe there is room for improvement in the way that I planned the study and its execution.