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| **Game Lab TMC Feedback Form** | | |
| Self assessment: very unsatisfied / unsatisfied / satisfied / very satisfied | | |
| Name: | Okke Frinking |  |
| Date: | 14-10-2021 |  |
| Think |  | Feedback |
|  | Use of predefined criteria Personal learning goals Focus and context Previous work / desk research Problem scope  Input from guilds/workshops  Source selection and usage Design plan / model | I have been leaning towards finding out about different algorithms, how they work and how I could incorporate them into my project.  For now this has all been in 2D. However, an important part of my project is to have the final product in 3D. Therefore, I should start looking into ways to make my generated “caves” three-dimensional. Marching cubes and voxels are things I’ve been advised to take a look at. |
| Make |  |  |
|  | Iterative process visible Experiments and their substantiation Actual working prototype / work (Working) links, visuals Innovative solutions Methodical work | I didn’t really receive any feedback on this, but I can think of some for myself: I should definitely put some focus on the iterative process, i.e. split up the work into smaller portions. This should become visible in the amount of Git commits I push.  Since I will be combining a plethora of PCG algorithms and techniques I should make many small projects that will all showcase their respective algorithms used. That way I can show more clear examples in my article of the things I’ve used to get my final product. |
| Check |  |  |
|  | Differentiate between opinion and fact Cause / effect Test based on criteria Implemented / processed feedback received during development Conclusion | Again, not really any feedback on this and since this guild meeting was my first time showing any progress I haven’t really been able to do any checking just yet. |