

Personal Reflection (COMP2003) – Marc Jones (Group 6)

Participation

During this project I have working closely alongside my other three group members. I have attended all meetings, including group discussions, meetings with clients and scrum sessions with lecturers.

During these meetings, I have taken a proactive, outspoken role. I have made a conscious effort to gather thoughts from all members attending and take these in consideration to avoid future issues whereby some members felt excluded or held back valuable contributions.

Overall, I feel like have taken the role of group organiser. I have been responsible for most (though not all) email correspondence with our client – Rory Hopcraft. I have also organised the frequency, time and agendas of our group meetings. I have often taken the lead during meetings by detailing objectives, setting timeframes and delegating tasks to reach project our goals.

I have taken the roll as the primary game developer in this project as I am the only game dev student and have the small background knowledge of game logic.

Contributions

So far in this project, I have contributed my fair share of the workload to the best of my ability and in a timely manner.

For the initial design phase – I had created my own concept to go alongside the other three design ideas developed by the other members in the group. Each of us then asked an AI model to produce us a very basic prototype of them. After proposing these ideas to our client, we then made a final design idea. This final design was made via combining as many ideas as possible from the four concepts into one. The final design idea was predominantly made between one of the other members and myself. I subsequently produced a small document of this final design, along with diagram of how the game will operate.

In terms of providing an actual product, I have developed one of the mini games (named 'jumper'). This is a basic game where a sprite must jump over obstacles to accumulate points. This has been made using unity and will later be implemented into

the website. I will be developing many more of these style of mini games in the future for the final product.

Additionally, I have managed our GitHub repository via implementing folder structures to organise everyone's documents in an intuitive way. I have also been tasked with keeping track and documenting our meeting minutes in a file on our GitHub.

Personal Thoughts

So far, this project has deepened my understanding of how to effectively work as a group via hands on experience and help provided by the module. I am happy with my group mates thus far. We all seem to have similar visions and understandings of this (and other) modules, meaning nobody feels left behind whilst the others thrive.

There is still a lot to learn from this project, however. My biggest issue is the best methods of develop a computing product as a group (how to code on the same program without conflicts). I hope to have this clarified by the end of the module.

My biggest issue however seems to be scheduling and balancing work between this and other modules. I have found it difficult to balance three big projects at once and what to prioritise when, whilst still leaving time for myself.