COMP 2003 - Personal Reflection (Group 6)

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As a Cyber Security student, I came into this project wanting to make something related to my course. My original idea was a "terminal hacking" game, but after discussing it with the group, we decided to go with a mixture of everyone's ideas instead. We ended up with a "Capture the Flag" concept that combines different mini-games.

Since Marc is the only Game Development student in our group, he naturally took the lead on setting things up in the Unity engine. This meant that I focused more on the coding logic and creating the designs. I think this balance worked well because we could focus on our strengths.

What I Contributed My main job in Semester 1 was creating prototypes to show in our sprint meetings. I didn't want to just talk about ideas; I wanted to show how they would actually work. I created several designs using HTML and JavaScript so the group could play them immediately.

The biggest thing I made was the "Cyber Worm" mini-game. The idea is like the Google Snake game, but to fit the cyber theme, you play as a worm virus. Instead of eating apples, the worm goes around "infecting" files. I coded a working version of this in HTML to demonstrate the mechanics. It was a really good basis for the project, and having that logic really made development much easier up to Christmas. The plan now is to rebuild this inside the Unity engine for the final product in Semester 2.

Time Management The hardest part of this semester was balancing three big assignments at once. I struggled a bit with prioritizing what to do and when. However, I knew the university advised us not to work over the Christmas break, but I wanted to make sure all projects were completed to the best of my ability.

To make sure I could take a break, we all worked hard to get our designs and the Client Sign-off document finished and approved by Rory Hopcraft in mid-December. Getting the sign-off done early took a lot of pressure off. It meant I could actually relax over the holidays without worrying about the project, knowing we were ready to go for the next stage beginning at the start of January.

Overall, I'm happy with how the first semester went. Even though we didn't use my exact "terminal" idea, the Cyber Worm game is a good compromise that uses my coding skills. I'm looking forward to getting the game fully working in the engine next semester.