GTP1302 Guided Learning
My Learning Contract
to be included in E-Portfolio
(revised on Oct 2025)

Name of Student:	Ahnaf Sufi Putera Suratman	Admin No.:2401541D	
Name of Learning Facilitator:	Sean LIM		
Project Title:	Please refine the title as needed and indicate the name of competition/certification if applicable. First Game Development Project		
Brief Description of your project	What am I going to do? plan to design and develop my first playable game from scratch using Unity scripting. The goal is to create an engaging and enjoyable experience while learning the full process of scripting and GUI design. Through this project, I will gain -on experience with game logic, creativity in gameplay design, and problem-solving through scripting		
My Learning Goals	Refine Learning Goals as needed: *E.g. to work on my marketing skills.* 1. Learning a game engine 2. Understand what makes games engaging 3. Develop a simple game / prototype		

My project will help me cultivate these TP Student Profile attributes (choose three attributes)
* Refer Appendix1 for each TSP description

☒Inquisitive	☐Integrity	☒Critical thinking
☐Resilient	☐Empathy	☐Digitally Fluent
☐Growth-Oriented	☐Communicates Effectively	☒Innovative& Entrepreneurial

For each chosen attribute, how would you rate yourself on a scale of 1-5 at this point (e.g. in the context of school work, personal life, part-time jobs)?
1: Never used or exhibited this attribute before
2: Rarely using or exhibiting this attribute
3: Sometime using or exhibiting this attribute
4: Most of the time using or exhibiting this attribute
5: Always using or exhibiting this attribute

Inquisitive: 3
Critical thinking: 4
Innovative& Entrepeneurial: 2

For each chosen attribute, provide your current rating and explain how you can develop each attribute through GL.
Attribute Inquisitive 3: the project help me delve deeper into my curiosity about game development and encourages me to explore new tools and technologies beyond my comfort zone. By experimenting, I can satisfy my curiosity about how games are made and deepen my technical understanding.

Attribute 2: Critical Thinking 4: Assuming game development is similar to my coding experiences, it would help me tackle problems through proper logic and planning as it forces me to think about what im trying to achieve carefully to craft a solution

Attribute 3 Innovative & Entrepreneurial 2: To make a game engaging, it cant be similar or a repeat of already known games, forcing me to be more creative. I also feel that

	creating / implementing features that I have in mind may require some innovative thinking
Target beneficiary/ beneficiaries (if applicable):	
Plan your learning; how do you achieve your own learning goals?	What do I already know/do in this area? Basic coding logic / computational thinking
	What new knowledge & skills will I need to complete this project? New knowledge needed: Learning the game engine New Skills needed: Implementing UI (GUI) for interaction and feedback Debugging and testing scripts Photoshop / art for sprites
	What possible challenges would I need to overcome for my learning project? Learning the game engine Time management between modules Balancing creativity and technical constraints No idea where or how to start
	I plan to get help from: Please tick and name the specific organisation(s)/expert(s) you would consult, include designation, names, telephone numbers and email ☐ Partner departments in TP: _____ ☐ Partner Schools in TP: _____ ☐ External Partner Organisation: _____ ☐ External Resource People: _____ ☒ Others: _____ Peers (Ashveen dev menon)
	I plan to use these learning resources: Please tick and name the resources you would use. ☐ Books/newspapers: _____ ☒ Online learning/courses: ___ youtube / forums ___ ☐ Internet journals/articles: _____ ☒ Experiential learning: ___ Tinkering with tools provided ___ ☐ Documentaries/videos: _____ ☐ Others (e.g. seminars, interviews, performances, lectures, workshops)

Action Plan Timelines & Deliverables	**Week**	**Actions**	**Deliverables**
	Plan for the entire semester on a weekly basis	Specify the actions you will be taking to complete your project throughout the semester	Specify concrete and tangible deliverables you will produce
	Week 1	*Contact facilitator and discuss action plan*	
	Week 2	*Finalize learning contract*	
	Week 3	*Familiarise self with Unity interface and basic navigation*	

	Week 4 (Flex Week 1)		
	Week 5	*Learn basic game or script*	
	Week 6	*Learn basic game or script*	
	Week 7	*Practice / tutorial game*	
	Week 8		
	Week 9 (Term Test Week)	*Refine Game*	
	Week 10 (Term Break)		
	Week 11 (Term Break)		*Game showcase*
	Week 12		
	Week 13	*Complete the curation of my portfolio, prepare for reflection interview*	*Completed e-Portfolio*
	Week 14		
	Week 15 (Flex Week 2)		
	Week 16		
	Week 17		

Please customise if your project commences prior to the regular semester timeframe.

Plan your E-portfolio; **Learning evidence for E-portfolio**	What do you include in your E-portfolio? *development logs, code snippets, and prototype builds. , peer feedback summaries, notes, and a final gameplay demo video to highlight my progress and results).*

Annex 1

TP Student Profile attributes

Lifelong Learner

TSP	TSP Attributes
Inquisitive	Being curious, explore, question, and seek knowledge across disciplines.
Resilient	Adapt, persevere through challenges, and thrive in changing environments.
Growth-oriented	Seek continuous improvement and take ownership in learning.

Values-centered Leader

TSP	TSP Attributes
Integrity	Act with ethics, honesty and strong moral principles.
Empathy	Understand and respect diverse perspectives with compassion and global awareness.
Communicates	Express ideas clearly and engage meaningfully with others.

Effectively	

Future-oriented Creator

TSP	TSP Attributes
Critical Thinking	Analyse information objectively to make informed decisions.
Digitally Fluent	Navigate digital tools, technologies, and information discerningly.
Innovative & Entrepreneurial	Create new ideas, take initiatives, take calculated risks, and embrace opportunities.