# Production Planning | Evaluation

Complete a critical self reflection on the Production Planning and pitch presentation process that evaluates your personal work performance and your work environment from a WHS perspective.

Use the template questions provided to guide your evaluation and record your thoughts or you may develop your own professional evaluation document.

Please use full sentences and double check your work for spelling and grammar.

## On a scale of 1 (Not so great) – 5 (Outstanding)

## How would you rate your team’s overall performance during the planning process? Explain your answer.

4.5 – this is because everyone is open and is always asking question. Which is very important if you don’t know what you are doing. Everyone is straight to the point and not over scoping. Most of the ideas and functions are laid out and straight forwards but as of thing are right now

## On a scale of 1 (Not so great) – 5 (Outstanding)

## How well do you believe your team’s project will satisfy your client’s requirements at the end of the project? Explain your answer.

5– our game is a narrative base game with a lot of dialogue expressing mental wellbeing and bring awareness of mental wellbeing to the player.

## Discuss the new skills/things you learnt doing this project

## *These could be technical skills and/or personal (soft) skills, presentation skills*

* Talked to more people to convey my ideas to them and getting their opinion.
* Taking time at home to research for the project
* Code review – explain to other how my code works and my thought process.

## What things do you feel you personally did well during the production planning process?

## *These could be technical tasks, job roles, personal skills, presentation skills*

## *You may include more than one thing*

* Making the prototype for the dialogue system as the game focuses on mental health there are still some bugs and they are east to fix.

## What area/s of your own performance would you change or improve on in your next project?

## What aspects of your performance do you think your team appreciated the most?

Prototyping the dialogue system with text animation.

## What aspects of your performance do you think your team might be critical of?

Lack of ideas coming up with other puzzles that need to be made for the game as of right now I’ve only though of one.

## What were the good things about working with your team?

Everyone expressed their strong points and weakness for example I’ve told the team that I feel comfortable doing ui and dialogue for the game and assigned me to focus on those types of prototypes

## What were the most challenging aspects of working with your team?

Trying to figure out other puzzle that needs to be implemented in the game

## On a scale of 1 (Not so great) – 5 (Outstanding)

## How well did your team collaborate on shared documentation (eg art bible, TDD, GDD, pitch presentation). Explain your answer.

5

With the TDD it went smoothly as we have three programmers, each one of us assigned ourselves on what we are going to do for example:

Jack worked on the diagrams, Ethan worked on the Version control, and I worked on the target platforms etc.

All of our documents (the group work ones) are in the teams making it easy to find and every one has access to the documents.

With the pitch I did not participate in it as I was not in the group of the first week.

## Briefly describe your workstation set up in terms of your personal work health and safety.

1. The equipment that are provided to me are:
   * + A office chair
     + Desk
     + 2 monitors
     + Computer
     + Mouse
     + Keyboard
     + Mouse pad
2. Workflow
   * + 09:00 come into class
     + 09:15 daily stand ups
     + 09:30 – 10:30 research on set task
     + 10:30 -10:45 breaktime
     + 10:45 – 12:30 work on Prototypes
     + 12:30 – 13:30 Lunch
     + 13:30 – 14:00 talk to team what I’ve done this morning and what I am going to work on the afternoon
     + 14:00 – 15:00 work on more prototypes / research
     + 15:00 – 15:15 break time
     + 15:15 – 16:30 more prototypes / research
     + 16:30 – 17:00 merge branched together onto main/ other branches

## Include an image of your workstation set up to evidence a personal safe working environment.

A picture containing text, indoor, electronics, desk

Description automatically generated