

# Critical and Reflective Analysis

Pico - 8 being a fantasy console offers limited choice with respect to game design. The flexibility of coding with the limitation of the design forced me to be as **creative** as possible with the resources available.

Starting on a basic engine like pico-8 helped me solidify the understanding of necessary key **fundamentals of game design and development** that will be crucial in this industry. The simple nature of pico-8 enabled me to think in a more grounded and elementary sense.

I believe that working on this module has also shown me how to think and **plan my project** as a game developer and gain a stronger understanding of the development cycle that goes into making a game.

Having worked on this module I've learnt that I possess the following skills:

## a) Technical Skills

- Proficiency in Lua
- Strong understanding of code and logic
- Planning and executing an entire project from inception to delivery
- Strong testing and debugging skills
- Ability to adapt to a new language in a short period of time
- Strong understanding of Algorithms and Data Structures
- Proficient in the use of tools like Git, Sublime, Atom and IDE like IntelliJ

## b) Personal Skills

- Function well under pressure
- Open to constructive criticism
- Dedicated and persistent
- Strong problem solving abilities
- Inquisitiveness
- Self-discipline

I believe that with my existing skills I would be better suited for a role that allows me to exercise my logical creativity and problem solving ability; such as a **Game Developer's role**.

In order to achieve the aforementioned role, I will have to improve on the following skills:

- Coding skills in C++, C# and Java
- Development skills in Unity, Unreal, Godot Engine and/or other engines.
- A strong game development portfolio
- Knowledge in automation testing tools like Selenium.
- Depending on the Role and company - 2D and 3D design
- Knowledge on the use of design and modeling tools like Maya, Photoshop, Gimp, Blender, etc.

My action plan to improve the formerly mentioned skills is as follows,

**a) Work on developing my portfolio by developing different mini games in my own time by setting a well-defined time frame for each game**

This will allow me to better my coding skills and improve my all round development skills. By setting time frames for each project I can train myself to be more a more time efficient developer

**b) Use a variety of game engines while developing my mini-games**

This will allow me to expose myself to the different engines and languages available in the market and stand out as a more furnished game developer. In doing so I will also acquire the skills to adapt to any engine/language I would be required to work with in the future.

**c) Take up some graphically challenging projects**

My biggest downfall is my graphical prowess. I want to better my skills of graphic design and modelling by taking up some projects that will have me work with tools like Photoshop, GIMP, Maya and Blender.

**d) Collaborate with my peers from other specialisations on some projects**

By collaborating with my peers from different specialisations like graphic design or Mathematics, I believe, we can all better our all round skills and help each other have a stronger understanding in our respective fields. In doing so we also develop our interpersonal communication and team-working skills.