Reflective Journal

Student name: Sean Hoey

Programme: BSHC 4 gaming and multimedia

Month: February 2015

**My Achievements**

I been mostly working on my reports for the project and started working on my Analysis and Design report. I didn’t do a whole lot with it as I didn’t understand what I had to do with respects to creating a video game, but after talking to Paul I have a greater understanding to need to be done. I also fixed a few bug that were happening in the game one of these being when I switch to first person to third person or vice versa it would register the button been clicked multiple time now it works perfectly.

**My Reflection**

I feel I have already falling behind on my project and need to but more hours working on my game and putting in more function. I also need to work on my report more than I have been as this month I’ve been focusing on my project for other classes.

**Intended Changes**

I need to work on my time management and look at what project to prioritise over the others.