Reflective Journal

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Programme: BSHC 4 gaming and multimedia

Month: January 2015

**My Achievements**

This month I didn’t get a lot done at the start of the month with exams and work but I was able to set up a simple inventory system and working on being able to pick up items and use them later in the game. I have downloaded some more models for enemies off opengameart.org a website of free assets for 3d and 2d games. I’m also working on some UI element for the in game pause menu.

**My Reflection**

I believe I need to look into more games that have the same style of game play and start doing some testing to change and see any improvement that regular gamers would suggest to game. I also like to really work on my models and animations as they are quite simple or don’t have any animations on the models.

**Intended Changes**

To create some more character, create a better level design and improve my inventory system. I will also intend to go over my requirement specifications.

**Supervisor Meetings**

Date of Meeting: 29/01/15

Items discussed: We discussed what I have done so far and how I’m working on. We also discussed about what I need to be done Like my inventory system, potions and work on my scoring system to create a more sophisticated system. Paul also suggested going back over my requirement system and to look at my use case diagram.

Action Items: Requirement specification.