

FEED Pulse

[My feedback](#)[Group feedback](#)[Peer feedback](#)

Markov, Simeon S.



1 2 3 4 5 6 7 8 9 10



Checkpoint 10 Week 4: Feedback (Raja) 26-09-2025



Markov, Simeon S. a few seconds ago

The feedback was about the presentation day when I was presenting the game.

Improvements

I received suggestion on how to improve my presentation skills, where some of the suggestions were: to keep more concise the slides regarding the text, better allocate time for displaying the gameplay, explaining and to keep in mind the targeted audience.

Performance

The overall performance and content were on point, capturing the vital elements of the project.



Write a summary of what you discussed with your teacher...



Post feedback

Checkpoint 9 WKS: AI Basics (sachin) 25-09-2025**Markov, Simeon S.** 2 days ago

I got insight into the AI path, what specializations are out there and what we could further dive into. Also talked about available programs concerning the field of AI like AI. The subjects of the specializations we talked about were machine learning, AI in data science and others.

Checkpoint 8 Realisation doc (sachin) 25-09-2025**Markov, Simeon S.** 2 days ago

I have showed my realisation document and got feedback to move a part of the IDEs section, which was a comparison between Unity (the game engine I chose) and other game engines in order to back up my choice and the reason is because it would fit better in the analysis document.

Checkpoint 7 Demo, code, verification & validation (Jesús) 23 😞 😊 😊 😊



Markov, Simeon S. 3 days ago

I presented the game for testing and we have discussed the validation document.

Test part

During the test, some issues appeared and they were the first: related to the fetching data from the API (when player chooses a category and difficulty level, the game might not fetch enough questions) and the other one was related to the text font and I got an suggestion to increase it.

My approach

I will fix the filter logic by fetching the difficulty levels from the API instead of hard-coding it.

Code part

I explained portions of the code, including how I fetch and display the data from the API, vital components like retrieving categories, difficulty levels, building url and unit tests

Validation document

In the validation document I will show the unit tests and the result of their execution and upload it in portfolio.



Ravelo Sánchez, Jesús J.N. (Teacher) 2 days ago

Try to explain a little better, Simeon. What exactly is "not enough questions? You also do not mention that the problem was that it could create confusion for the player.

Checkpoint 6 Week 4 Validation Mieke 22-09-2025 🔒



Markov, Simeon S. 5 days ago

I presented an working version of the game and asked for feedback regarding the functionalities and game's flow. One issue appeared, which was one of the tabs (difficulty tab) of the game rules as there was misalignment of containers.

My approach

I will double check for CSS classes being overwritten and ensure there is no mismatch between Unity's UI elements.

Realisation document

Still there are thinks I have to address like document naming convention, structure and uploading the document to the concrete learning outcome (LO2).

Checkpoint 5 Realisation document and portfolio (Sachin) 18 😞 😊 😃 😄



Markov, Simeon S. 8 days ago

The discussion was about the content of the Realisation document and in which learning outcome it should be. We have talked about what I included and what should be added/omit.

What I Included

I have covered the points: Introduction for that document, explaining its purpose, and project's structure.

What I could include

I have to cover yet technologies used like: programming language/s, tools, IDEs, etc., comparison of design and realisation phases, future improvement, code documentation, methodology used, AI utilization and a conclusion.

What could be omitted

Covering AI integration in the document could be omitted if there would be no signs of actually implementing it into the project.

Additional concern

We also talked about the fourth learning outcome, its purpose and what I could reflect on and what evidences would be suitable.

Reflection on portfolio

After the realisation document is prepared, I could place it as a evidence in the second learning outcome and as far as the fourth one is concerned, I would provide reflections on the feedbacks so far and show how I advanced during the development of the project.

Checkpoint 4 Contents for portfolio documents (Jesús) 10-09 😞 😊 😊 😊



Markov, Simeon S. 16 days ago

We have discussed my documents structure, particularly on how could a new chunk of information could be added and how could an existing document be modified. This was helpful, because thus I can have up-to date, concise documentation.



Ravelo Sánchez, Jesús J.N. (Teacher) 9 days ago

Always be specific when writing up feedback, Simeon. For example, what "new chunk of information" can be added? And, how should an "existing document be modified"?

In that way, there would be a clear register of what the feedback was specifically about. And education experts indicate that that is the way to make feedback be processed by students in a better way.

Checkpoint 3 Week 2 project 1 Mieke 08-09-2025 🔒

😞 😊 😊 😊



Markov, Simeon S. 19 days ago

We have discussed the project's plan analysis.

Work done: Touched on the prioritization requirements (MoSCoW), scrum methodology, objectives and more.

Next step: Working on the implementation of the project after already set up clear goals, requirements.

Checkpoint 2 Analysis and advice (Sachin) 04-09-2025     **Markov, Simeon S.** 23 days ago

I was having a conversation with Mr. Sachin about the documentation and here is what I did:

Wireframing: wireframed the main part and the result part using Figma.

Requirements: mentioned the target audience, wants and expectations, non/functional and technical requirements.

Advice: I got recommended to reflect on my project analysis and to add prioritization requirements (MoSCoW method) to it.

Checkpoint 1 Initial conversation about 1st project (Jesús) 02    **Markov, Simeon S.** 25 days ago

I talked to Mr. Ravelo about the first learning outcome and what I have done so far regarding the first project.

What I have done: reflecting on the orientation of the first learning outcome, started making a plan for my project (partially documented) and managed to make a menu wireframe, and a prototype.