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20-Jun-21

# Introduction to Information Technology

Assessment 1: My Profile

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## Personal Information



My name is Taylor Thurley

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GitHub repository: <https://github.com/Disco18/taylor.github.io>

GitHub page url: <https://disco18.github.io/taylor.github.io/>

Background: I am a Wodonga born Australian. I cannot speak any other fancy languages unless you count a basic amount of HTML, CSS, and C#. In 2015, I completed my year 12 studies along with software development, games design/programming, web development, application development and information technology. It was through my schooling years I obtained my certificate III, which led me to wanting to further my studies information technology. Though I came to realise I needed a break after studying so much. I decided a change of scenery was needed and moved onto warehousing for roughly 4 years. I then studied and completed a certificate III in warehousing operations breaking me away from the tech scene. That was until recently when my partner reignited my passion for studying through helping her with her university studies. I decided it was time I get back to what I love and have a passion for, studying and messing around with game development on computers. My favourite pastime is working on my 1993 Nissan Skyline R33 GTST project car, that is if I am not relaxing on the lounge with my partner or playing video games and practicing my coding on the computer.

## Interest in IT

What is your interest in IT? When did your interest in IT start?

Was there a particular event or person that sparked your interest? Outline your IT experience (if any).

For me, IT started off as an interest at a young age when my uncle first showed me his computer back in the early 2000's. I was shown how they connected two computers in different rooms and played games like *command and conquer* against each other and how you could play games like *world of warcraft* and be connected to thousands of people from all over the globe playing at the same time. This was an awesome experience for me. It was at that point I started my journey on convincing my parents I needed a computer for myself and eventually they gave in. It was when I got my first computer when my interest turned into a passion, and I started figuring out everything I was able to do from designing my own websites, hosting my own game servers, and designing video games through programming

language to locking my sibling/parents out of the internet and their devices for fun. That is where my passion for learning and playing with computers started and came from.

### Why did you choose to come to RMIT?

I chose to come to RMIT because it has always been a goal to get my degree from a well known Australian university and I have heard RMIT's Bachelor of Information Technology is one of the best structured and informative courses in the country.

### What do you expect to learn during your studies?

During my studies I expect to learn the in-depth processes and thinking behind a computer and what makes them go from a hunk of plastic and bits of metal to the helpful machines we know and love to use every day. I also expect to learn how to effectively manage and implement large scale ICT projects in an everyday business so not to have any down times on their networks (as this is imperative to most businesses when employed to manage and support their in-house IT systems). I also hope to learn a lot about programming as I really enjoy this aspect of IT and figuring out how to give a set of instructions to a computer to make it run and create everyday applications and video games.

## Ideal Job

### Advertisement

<https://jobs.afp.gov.au/work-with-us/areas-and-roles/cybercrime>



## The work

As a technical officer/analyst in Cybercrime, you will provide expert technical support, advice and capability development to investigations and intelligence processes.

### Position description

I believe as an AFP cybercrime officer you are tasked in providing technical support and advice to assist in investigations dealing with cybercrime against the government and the

nation's infrastructure. On top of these tasks, you are required to investigate criminal activity on the dark web and other information systems. This has always been a career goal for me because I have a great passion and love for law and computers. It has always thrilled me seeing movies as young kid where the FBI will get a hacker to help them catch the enemy and bring them to justice because no one else could do it. I also thought to myself that I would be doing something awesome like that one day, making a difference in the world using a computer. It is for these reasons that I have always wanted to join the AFP and help make a difference.

### Qualification's & experience required

There are two ways in which you can join the AFP investigative roles. One of the two ways is to train as a recruit police officer which has further requirements, those requirements are as follows.

Australian citizen over the age of 18 that holds his/her valid full or provisional driver's license.

Minimum year 10 certificate accompanied by a certificate IV/diploma level qualification.

Once you have met those requirements you are then required to pass their health and fitness exams. These exams ensure you are fit enough to carry out your duties as a federal police officer. They contain the requirements of passing a set number of pushups, sit-ups, and a beep test. Once you pass these exams and you have been sent an offer of employment you can then work your way up to a specialist role. Of course, this is done through your time serving as a federal police officer recruit which is 1-3 years in the job. The second way of joining the AFP in an investigative role is through their graduate program. The graduate program requires you to have completed a university degree within the last 5 years at a bachelor level. On top of this you are required to be an Australian citizen over the age of 18, have a clean driving history of 10 years and pass their ability and employment questionnaires. Once successful you will have a personal interview and on completion you will be placed into a merit pool, from there you will receive your offer of employment.

### Qualification's & experience plan

Currently the only qualification and experience I have to offer is from working in the IT industry as a support technician. That is why I intend to enter the Australian Federal Police through their graduate program in their cybercrime division by 2024. For me to be able to do this I will complete my studies at RMIT University and gain my qualification in Information Technology making me eligible to apply. I then plan to further my studies by obtaining a Master of Information Technology and/or a degree in counter terrorism. This will assist in progressing my career in the AFP if successful on gaining employment. While I am studying, I will add to my experience along the way via continuing to work in the IT industry. I hope this will give me an extra advantage and job readiness before applying in the future.

## Personal Profile

Myers-Briggs's test

### Your test results



Type	<b>"The Protagonist" (ENFJ-A)</b>	
Traits	Extraverted	- 54%
	Intuitive	- 56%
	Feeling	- 51%
	Judging	- 61%
	Assertive	- 69%
Role	Diplomat	
Strategy	People Mastery	

Learning style test

**EDUCATION**  
**PLANNER**<sub>by</sub>

## What's Your Learning Style? The Results

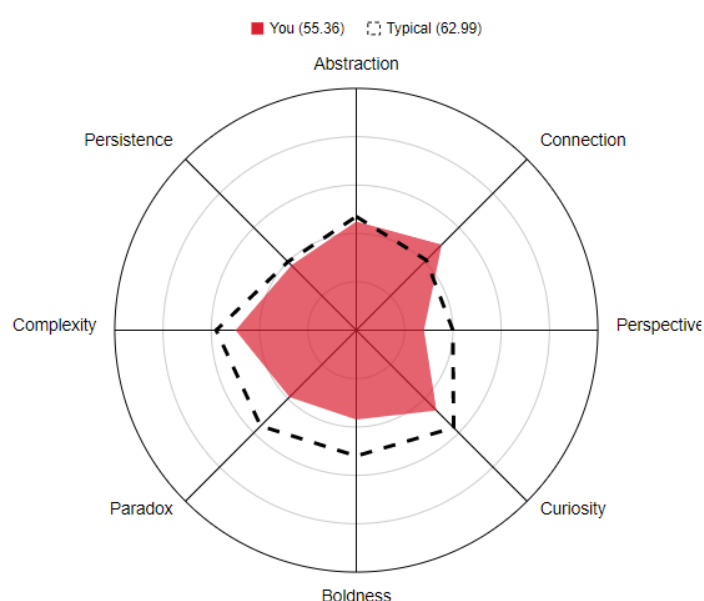
Taylor's scores:

- Auditory: 45%
- Visual: 30%
- Tactile: 25%

You are an **Auditory** learner! Check out the information below, or [view all of the learning styles](#).

Test of choice

Your creativity score is **55.36**



#### Explanation of different metrics

**Abstraction** The ability to abstract concepts from ideas

**Connection** The ability to make connections between things that don't initially have an apparent connection

**Perspective** The ability to shift ones perspective on a situation - in terms of space and time, and other people

**Curiosity** The desire to change or improve things that everyone else accepts as the norm

**Boldness** The confidence to push boundaries beyond accepted conventions. Also the ability to eliminate fear of what others think of you

**Paradox** The ability to simultaneously accept and work with statements that are contradictory

**Complexity** The ability to carry large quantities of information and be able to manipulate and manage the relationships between such information

**Persistence** The ability to force oneself to keep trying to derive more and stronger solutions even when good ones have already been generated

## Results summary

### **What do the results of these tests mean for you?**

To me these results were surprising in the fact I thought I was more of a visual and hands on learner, but according to the learning style test I am more of an auditory type meaning I prefer to learn via listening. Apart from this I believe these tests accurately depict my personality and creativity. As I feel that I am indeed an assertive person who likes to lead others in team environments and who likes to help people achieve their goal, despite not being the most creative person in general. If someone gives me an idea, I like to work with that and create connections to make it happen.

### **How do you think these results may influence your behavior in a team? How should you take this into account when forming a team?**

According to the results I am a diplomat who is good at listening and making connections. This means I have the potential to be a good project team leader. I feel as this is correct as when I do work in team environments, I often try to be the team leader because I know what builds a strong team and how to effectively delegate tasks to different members based on their strengths and weaknesses. When forming a team, I like to consider all member's strengths and weaknesses. This helps build a team that thinks as one but comes at the project from different angles.

## Project Idea

### Overview

My project is called Crosslands, it is a 2D video game designed and developed using the various tools such as Unity, Blender and Adobe suite. Crosslands will allow players of all skill levels to have an enjoyable time countering problems and overcoming the difficulties of managing a colony either with a friend through multiplayer or as a solo adventure. The main aim is simple, to keep your colony from going extinct. With this comes the freedom to decide how difficult you want the game to be and if the player would also like the option for it to be endless.

### Motivation

My project is interesting because it creates a zone where users must always be alert and thinking about their choices. With so many games within this genre, I believe they get "boring" and/or have a lack of content. It is also in my opinion a common problem for games in this genre to have a poorly developed opening tutorial for first time players. With this it creates difficulty and challenges on the programming side of things to create a never-ending video game that also engages amateur players to experience a new genre without frustration. I would like to highlight that these challenges are the driving forces behind the motivation to create this game.

## Description

With my project I plan on allowing the users/players to explore a 2D world with 3 layers, I also want the players to set their own pace/difficulty and I want to develop an easy to learn UI that has an extensive easy to follow tutorial option for the first-time players. Down the track I will have a multiplayer online aspect for those players who want to play a colony management game with their friends. In this world the players will control and manage a colony but at times can also take direct control of any colonists. This colonies aim is to make sure it does not become extinct, how the players do this will be through building and developing technologies of their choice to defend themselves of the world's hostiles. As mentioned before there are three levels to the worlds. Layer one is underground where the players can build and explore under the worlds surface, they may even be able to create underground tunnel systems. Layer two is the surface of the world, where the player will spend a lot of their time as it will be filled with unique creatures and objects which is randomised depending on the seed they are given and that they can use to build and advance their colony through technology. Layer three is space. I want the player to be able to explore multiple worlds if they feel like it. Every world in the players universe will be randomly generated and some will be exceedingly difficult to inhabit due to unique effects like no oxygen, unexplained or discovered gases and other civilizations. On top of this I would like players (if they choose), be able to have more than one colony operating at once. Meaning if they send a few colonists to a different world through a portal or a space vessel they can manage their home colony and start a new one on a different world at the same time. Of this, I want there to be a system where powerful and big colonies can interact through unique trade and diplomatic options to avoid wars and/or create friendships. This will add a unique area of exploration as it will have a lot of strategy and possible problems for players. As I have mentioned, I want to create a game that will have endless opportunities and experiences, but for the players that like to have a winning aspect to a game I will add an option that allows the players colony to "win". If the player decides they want a win aspect it will be a randomly picked definition that may include for example; defeating 5 other colonies through warfare or diplomacy without losing 20 colonists to battle deaths, of course this will all depend on the players chosen difficulties. In summary the features I hope to accomplish within my video game are:

- Underground & space exploration
- Multiple colonies on the go
- Custom difficulties
- Diplomacy rich aspects
- Colony building an advancement through research technologies
- Multiplayer functions
- Endless game play with a win aspect option
- Randomly generated worlds and creatures
- Easy to use UI
- Well-developed tutorial



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- Content rich through large amounts of game assets (weapons, tools, armors/clothes building blocks etc.)

### Tools and Technologies

List of tools and software needed:

- Unity will be the game engine of choice
- Visual studio 2017/2019 to create game scripts
- Blender will be an asset animation creator
- Adobe Photoshop will be used for asset creation and graphical design
- Adobe illustrator will also be used for asset creation and other graphic design
- A PC or server to run the development tools
- A NAS (network accessed storage) or cloud sever for file storage.
- Testers to find bugs and help determine ease of use and entertainment
- Microsoft 365 for documentation and report creation
- Project management software know as Trello
- Github to store the teams code on a repository

### Skills required

The skills that are required for a project like this are people who know how to program using languages likes C#, C++ and JavaScript to create code and develop the game. It also helps if they have experience using Unity and Visual studio as these are the main game development tools. Also need someone who is good with Adobe photoshop/illustrator as most of the game's graphics will be created using them. May also need someone who has good project management skills to keep the team on track and help decided what gets developed first and what must be but back. I believe that the skills required in this circumstance can be found in one-to-two people as video games and be developed by a sole person.

### Outcome

If my project is successful, it will create a video game that would be enjoyed by many players and provide endless amounts of entertainment and enjoyment. Hence solving the problem of a "boring" colony management game and allowing players that are new to video gaming or the genre to learn and enjoy an endless opportunity game with unique attributes. While also allowing me to develop my programming skills through the passion of video games.