

Weekly Reports

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Week 1

The first week back from Christmas and semester 2 starting, this is an important few months to make up grades that I lost during semester 1. My comp340 team decided that we were not going to be doing the old game anymore and would be making a new one. A 4 player couch game. We spent the week planning out what it's going to be and started making the foundation for the game. Communication was key during this week to make sure I knew the what was going on, so making use of slack and Jira will be vital to improve on.

Week 2

Now the game has been set, and plans have been made we spent the week prototyping obstacles for the game. This type of thing really interests me and I was able to offer a lot of different ideas on the matter. I have a couple ideas in mind so I started trying to make them in unreal. Firstly was the rotating platform with a beam on top that rotates the other way. This would be a good chance to learn new things and really experiment with the things I could do.

Week 3

This week I started working on Push panels which is direct reference to Mario Party's pushy penguins, where panels move along the floor pushing anything in its way. This is one of my favorite mini games on the game and I hope to really show it off in this game. The teams ideas and art is ever evolving which is great and it gives me confidence that this game is going well. I also got to help the others get their ideas onto the screen.

Week 4

After dealing with things at home I wasn't able to get much work done, however I spent the time I could working, sending multiple emails out to over 30 companies for the market evaluation. I was happy I managed to do at least something this week. Making a plan of things I need to do would have been nice.

Week 5

Coming back into the studio of being away, I was ready to work on stuff for the comp340 game. However, it seemed as if all the little things were out the way, and designers didn't really want any new obstacles or stuff like that made. So I was left clueless as to what to do. It really demotivated me as I was life idle.

Week 6

It was the same story as last week where there wasn't anything for me to do except help the others do little things on things. I ended up just to start trying to work on other things as I wouldn't get anything to do there. Better communication would be nice to find out what i'm going to be doing from now on.

Week 7

After A stressful week of personal stuff I went home to get away. However I solely focused on getting my literature review finished while at home and it helped tremendously. I put all other work out of my mind and I was able to focus really well. This is a definite skill I want to improve as I become overwhelmed when there is too many things to do, and then I'm unable to do anything.

Week 8

I had optimising and porting assignments coming up this week so I started working on optimisation. There wasn't much to optimise on the game so it made it hard to know where to go. Also because our game was very small and not much content had been put into it yet. I focused on the graphical settings that would benefit the game. I managed to increase it by 16fps on my home pc. Reading up more on optimising and porting would have helped a lot more this week. Mitigating the time spent wondering how to do something when I could have spent weeks reading up on the matter.

Week 9

This week I tried to get as many participants as i could to do my experiment, but there wasn't many people in each day. I also couldn't get the room the majority of the week so that made it harder. Although I got a huge amount of participants to do my experiment, next time I would make sure to start them early on and get as many as i could. This would make everything a lot easier. I would have liked to plan my time a lot better than i had because of coming in and hoping for the room to be empty.

Week 10

I spent this week desperately trying to find the remaining participants for my experiments. Although it was hard I managed to get them all and went straight into putting all collected data into excel which i did rather quickly which felt good. From the initial totals and such the results were looking promising. I also tried to put some data into R after but had trouble with the software as I forgot all that I learned. I would like to make sure I research appropriately before the stage I need to use it.

Week 11

This week I put other things aside to help polish the game ready for their hand ins. This consisted of bug fixes. However this week was quite enjoyable as we managed to get through a lot of game breaking bugs with the use of peer programming. This week I was in the studio from 10-7 a few times which felt good to be in and productive. I would like to try and come in this much at least once a week as I manage to get a lot done in the day this way.

Week 12

Week 12 has been very hard as it is been focusing on my dissertation. Waking up at 7 and working through till the evening to make sure I get enough done each done. Eat, work, sleep, repeat. I did not think of anything else until the Thursday in which I finished my 10th page and decided to have a while off which was much needed. I would have liked to of spaced this out a lot more than I'm doing now but this is something for next time.

Week 13

Monday the day of the hand in was pretty intense. There was a lot of important things I needed to do on my dissertation before the 5pm handin. I managed to get most of the vital changes done but there was a few things I would have liked to have done. The poster and video was in this week and luckily I had done the majority of the poster in past weeks as I had no time to do it after my dissertation. This comes back to spacing out my work to minimise the workload.