**TEMASEK POLYTECHNIC**

**SCHOOL OF INFORMATICS & IT**

**DIPLOMA IN GAME DESIGN & DEVELOPMENT**

**AY2023/2024 OCTOBER SEMESTER (LEVEL 2) TERM A**

**GAME MATH AND PHYSICS (CGE2C15) TERM A**

**Project Documentation (10%)**

|  |  |
| --- | --- |
| **Class** |  |
| **Name as in register** |  |
| **Group #** |  |
| **Topic covered** |  |
| **YouTube URL** | Make sure the link is shareable! |

**You must submit:**

* **A discussion about the** **Technical Problems & Solutions encountered**
* **A reflection about this assignment, and also of GMAPS.**

**Each question is on a separate page below.**

1. **Technical Problems & Solutions**

**Discuss the *technical* problems you faced while writing your code, and how you overcame them.**

**Technical problems do NOT include problems you might have had with time-management, knowledge of basic GMAPS topics, illnesses, part-time work, broken computers, lost files, or other distractions, etc.**

**Focus on**

* **Problems you had in understanding concepts related to the chosen topic, and how you managed to gain a better understanding, e.g., via online references, use of ChatGPT and other AI, etc. Make sure you list all references used.**
* **Problems you had in coding your demo implementation, and how you managed to overcome these. Give specific examples.**

Your answer here (minimum 200 words for a pass grade) …

1. **Reflections**

**Reflect on:**

* **Your project, including the presentation and implementation parts. Discuss how useful you found the project work (e.g., relevance to game development, development of your technical knowledge, development of your programming skills, etc.) and how you approached it (e.g., your attitude, self-discipline, independence in learning, etc.).**
* **GMAPS as a whole. You can also use the discussion points suggested above here (e.g., relevance to game development, your attitude, etc.).**

1. **Project Reflection**

Your answer here (minimum 150 words for a *pass* grade) …

1. **GMAPS reflection**

Your answer here (minimum 150 words for a *pass* grade) …