**Weekly report #3: May 22 2017**

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| DATE | Project work assigned | Project work completed | REFLECTION-what did you learn by doing it  Technical skills used or acquired in the process |
| May 22 | Perfect designs for credits or main menu | Worked on main menu class, made sure action listener was making the correct instances of classes | I learned that not everything goes as planned, I wanted to do level one on this day but I had to go out and didn’t get home until the evening |
| May 23 | work on level 1  continue with graphics for opening story | Worked on level 1 with other group members on skype and on google document  Completed 1 more screen for graphics story | I realized that it’s so hard to coordinate 3 group members to be online at the same time and actually work. It’s either one member offline, or one member afk |
| May 24 | Work on level 1  Work on level 2 | Worked on accessing questions in the level 1 class | I learned that with proper planning before starting a level, it’s actually much easier than figuring out the logic on the spot |
| May 25 | Work on level 2  Go back to credits screen if needed | Finished one more graphics screen for the opening story | I learned that that I was spending too much time on graphics. Pixels do not need to be perfect because on the screen, you can’t view every pixel perfectly |
| May 26 | Work on level 2 or finish level 2 | Start working on level 2 at home, try to finish level 1 tonight | I learned that this was the most unproductive week for me, I thought would do a lot of work but I didn’t realize that all the other tasks in the week were going to be so time consuming. I need to stop leaving everything to the last minute |