

B00236297 - Individual Critical Appraisal

Most of my contributions went towards the game. I created most of the foundations for the Hazards, Safety, and Runner scenes. I created the code which would click on items in the Hazard and Safety scenes. In the runner scene, I created the timer and the code which triggers when the player leaves the building. I also helped in the literature review, by adding my share of relevant literature for fire safety and previous successes with serious games. I also helped during the final report, writing most of the Evaluation section.

One thing I wish I had more time to was polish the game. While I am proud of it, I do feel we could have done better on it. For instance, there is very little sound in the actual game, only the fire alarm bells having sound, and I wish we could have added more to give the game a more professional feel. I also wish we had more time to test the usability of the game on more people, as there are some parts I would change. I also wish I had contributed more to the Engage Assessment Engine, because I had almost nothing to do with that part of the implementation, and I wish I had done more of the work on the report. I also only had limited contribution to the final scene, The Fighter, and I wish I could have contributed more.

During the course of this module, I have develop a lot of new skills. I had never programmed anything in C# before, and I had never used Unity, so I learned a new programming language and gained experience with a new game engine. My knowledge of source control, namely Git, was also broadened, as I had only ever used it on individual project. However, my team had used it more extensively, and taught me some of the more advanced features. Another thing I learned was how to read and search for research, which I feel is a useful skill to have, and it was something I had never done before. I also feel I have learned how to work effectively within a team, as I only had limited experience with team projects up until now.