Semester two CPD report

COMP150 - CPD Report

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1 Introduction

Write your introduction here. A brief introduction of about 100 words is recommended, which should state your career goal and the five key skills that you wish to highlight from your weekly reports. When choosing which skills to focus on for this report, be specific. Avoid choosing broad skills that are clearly important for any student, such as *time management* or *communication*. Instead, make it more granular. Consider which specific aspects of these broad areas are a priority for you, personally, and what may have caused or exacerbated the challenge. Tutors are not assessing your knowledge of general study skills. Rather, they are assessing your ability to analyse and reflect on your own learning and personal development as an individual and towards becoming a computing professional.

2 Planning

During the course of being set an assignment and the deadline I lack the skill of planning out any way of completing the work set for me. If I were to set a plan that I must follow that would allow me to have a week or so before the final deadline to polish my work and

ensure it's appropriate and also is suitable to achieve the criteria. By doing so, I would become more organised as a result and wouldn't become stressed when the deadline is nearby and i've still got a lot to finish before it is sufficient enough for submission. By doing this I could also allow myself time to research in plenty in relation to the assignment brief and what is expected of me. Planning in relevance to professional game development is a key part of the game development process. Without planning the project before executing it then the project will take much longer than needed and also expected. By planning the project out with deadlines for each component of the project then it will give an accurate finish date and also a short period of time for polishing up everything within the game.

3 Analysis

When looking through a turotial of a video/forum to get past an obsticle or a mechanic I wish to incorporate within a project I tend to lightly brush over it in terms of analysing what each component does and how it's as efficient as it can possibly be. If I were to analyse the tutorial then it would benefit my understanding of the different components of the game engine/language so I will no longer require the assistance of a tutorial in future. By analysing the code/visual script it also enables me to create my own mechanics in future with ease and also create my own original mechanics. Analysis in relevance to professional game development is also a key part within the game development process. Analysing the project overall will furthermore improve employee's understanding and also learning which will assist them throughout their future within game development projects.

4 Proof-reading

I feel I need to proof-read all of my work rather than rush to submit my work once it's completed. I feel I can improve my quality of work by doing so, by improving the quality of my work it will give me a better chance of a higher grade overall. Proof-reading my work will also enable me to correct/fix spelling, punctuation and also grammar within written assignments/essays. Proof-reading code and visual scripts can also prove to improve my work by making it as efficient as possible, as a result of this the code/visual script will be easier to read and also follow.

5 Appropriate reseach

Write about 200 words. As above.

6 Evaluation

Write about 200 words. As above.

7 Conclusion

Write your conclusion here. Though the conclusion should be brief, no more than 100 words, it should do more than merely summarise the report. Focus on the five SMART actions that you intend to take in order to overcome any challenges and/or obstacles. Contextualise how this will help you towards your intended career goal and how this may improve your project for the next semester.