

Semester two CPD report

COMP150 - CPD Report

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April 29, 2017

1 Introduction

Within this CPD report I will state the five key skills I could've improved upon this semester, they are as follows: Planning, analysis, proof-reading, appropriate research and version-control. I am stilll unsure on my career path but I know it will be something within game development.

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. -Critical path analysis-

3 Analysis

When looking through a tutorial of a video/forum to get past an obstacle 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. I could also ask my peers to peer read

my work before submission to get feedback on how to improve to therefore potentially achieve a higher grade.

5 Appropriate research

When writing an essay or research journal I should always read the introductions and also blurbs before reading the whole paper to decide whether it is appropriate research to the topic at hand. I have previously wasted a lot of time reading and also attempting to find many scholarly papers to reference for essays and/or research journals. By ensuring I read the introductions and blurbs before deciding to read the whole paper will ensure that I will have more time to search for others and will also enable me to further my grade by using more appropriate scholarly papers within my work.

6 Version-control

When creating and maintaining a group or individual project I should always maintain the upmost clean and precise version-control. Throughout this semester the version-control of my group project was shockingly bad. I feel this was due to multiple sources within our group lacking the knowledge to use the SVN software we had been informed to use. We should have ensured that within every revision that the version we were uploading to the SVN is a working build and if weren't, we should have added a comment informing the rest of the team the issues within the build to then be fixed or inform us of the issues if we later on needed to backtrack to an older revision of the build. By maintaining our version-control to optimum quality, the project could have been much more than it was. In order to overcome this, communication between the team could have been improved significantly as well as ensuring the whole team were aware of how to use the software.

7 Conclusion

By improving upon the five key skills I have stated above, it will enable me to be more employable and will also improve my knowledge and understanding of how to achieve and also maintain the highest quality of work that I am able to produce. Many if not all of the five outlined key skills above will most definitely assist me in helping me towards my intended career goal and also future projects.