

ZIGZAG

Evaluation

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[Pick the date]

Using the iteration model, I essentially split my work up into separate tasks that I tried to finish independently. The way this works is that you do the smallest individual pieces first and then larger chunks that incorporate the completed pieces. If something needs to be changed you can go back and fix it up to work in its new context.

SUCCESESSES

- The tutorial was split into several parts each divided by separate functions and mechanics. This made my following of the iteration model perfect as I could watch a part, this would be the design phase of seeing how to lay it out, code it, and then run it myself and understand how it works then moving on to his next video once it seemed fine to me.
- This transaction made the progress very smooth, I would move through each section completing the steps in the model then on to the next until I finished. I had times where I needed to move back to a previous part like with the moving camera, Initially I had set it to follow the player and completed it and moved on but later fixed it closer to the finished game to only move vertically like how it is in the game.
- The tutorial did a good job on most of the iteration model stage explaining what was next to be done as in the requirements, explain what function we would use for the design stage, code it with me following and then running for verification. Not much testing and evaluation was needed due to it working perfectly bar a missing line of code here and there.

SHORTCOMINGS

- Following a tutorial, I was at its mercy to the order that tasks would get done. This lack of control made it a bit tough for me to work in a way that fit my style.
- Another issue with the tutorial is that there wasn't much testing and evaluation, the moment he finished a section he would just run the app to make sure he wrote the code right and moved on to the next chunk. This is understandable since he has the code done and knows what functions to use and when, but it doesn't correlate well to someone like me who needs to evaluate each process.
- Going on from that point I felt I wasn't really working to the iteration model's full extent as since he knew all parts would work together I hardly found myself moving back to a previous section and needing to change it to work with the new parts added in. The only time I did was when I was moving on from the complete tutorial and fixing some stuff that needed to be more akin to the original.

IMPROVEMENTS

- For the next game I plan to stick to the model much more closely which will be easier due to the work load being decided more independently.
- I anticipate a lot more testing and moving back over previously completed components but hope to have most work done to make this easier such as having assets completed before hand and components laid out pre-coding.
- This model is also great for a team effort since I can handle one part and a teammate another then adding them both on to create a more finished project. In fact, this is how I envision us to divide the work with different components being handled by different individuals.
- Despite It working quite well in this current game, for the final game I hope to plan accordingly to order the components in such a way that I am never working on something that requires an incomplete part. (at that point) This will allow me to have a more serious understanding with how my code is interacting and functioning and full knowledge of how the overall game is made.