

# COMP330 - CPD Report

## COMP330 - CPD Report

1606119

January 5, 2019

### **1 Introduction**

Thanks to the plans that I outlined in my report last year, most of the problems that I brought up have been rectified, however, once again thanks to the sheer variety of the modules and tasks that are being run this study block, there have been a number of new challenges that have presented themselves to me that I need to create plans for, so that I can overcome these issues. If I do not, it may affect my future ability to be a good team member, and put my hopes of getting a job in my chosen field (Physics Programmer) in jeopardy. Much like last year, most of these came up from the the COMP330 game project, however there were a few skills that came up from the other modules which are more focused on my ability to work more effectively of solo projects, as I feel these are also important skills to have in the games industry.

### **2 Ability to maintain drive throughout a project**

The first skill that came to my attention was my lack of ability to maintain drive throughout the duration of a project. This skill only came to my attention due to the increase in difficulty of the modules this study block, as I found myself getting to the

harder parts of assignments, and then moving on to another piece of work much more often than in previous study blocks. This root cause of this issue was mainly caused by me dropping behind on other projects, but this will be covered in one of the other sections, however it was also caused by my lack of ability to keep in a positive mind set about my work, which I need to address if I want to succeed in the games industry as keeping positive about a project is extremely important as if you lack drive during a professional project, it could cost you your job. To overcome this issue, I will make sure to utilise my other skills to ensure that my mindset remains positive so that I can work on my projects consistently and they meet the level of quality that I want them to meet, as otherwise my work will continue to be off a lesser quality than what I can actually achieve.

### **3 Better communication with other routes**

The second skill that I need to work on is my communication with fellow programmers on different routes, although I brought up this issue in my previous report I still haven't really overcome this issue due to the change of teams. The issue last year was more about the lack of communication I had with my team about the work getting done without me knowing it had been completed, however this year it was more about the work that had already been completed, in the way that I didn't understand how the already implemented features and systems operated. And my lack of communication with the other team members ended up wasting me a lot of time working out how their code worked, rather than asking them directly. In a professional games development setting, this skill would be very important, as without seamless communication between the different development fields, a lot of development time could be wasted due to miscommunication of task assignment for example. To counteract this issue in the future, I'll make sure to ask other members to clarify any work they have done before I start work on anything relating to it, so know exactly how it all works, that way I can

instantly start work, and not waste time having to work out the functionality as I go along.

## **4 Time Management on Written Assements**

The third skill that came to my attention was my lack of ability to manage time on my written assignments. Whereas in my previous reports, I've found myself leaving little time for programming assignments, this study block I've found the opposite. The methods that I used to improve my time management last year worked well for programming tasks, but impacted heavily on my written work, such as my dissertation draft, and as such, most of the time, large portions of my written work have been done after major programming task deadlines. In a professional context, leaving written tasks to the last minute could reduce the quality of such thing such as evaluations and development diaries, which could lead to problems with any potential employers. To work on this issue in future, I will make sure to delegate an equal amount of time to written work as I do programming assignments, especially as this year written work have a lot more weight in marking in comparison to previous years, so it is of the highest importance that I can manage my time equally between different assignments.

## **5 Prior knowledge of programming languages before attempting projects**

The fourth skill that came to my attention was the the lack of effort I put into learning programming languages before undertaking assignments and projects, for example, with the 6502 assignment, I found that most of the problems that I was having could be easily solved with a basic knowledge of the programming language. This made for a lot of wasted time while looking for anwsers, whereas it could be spent on development. In a professional context, lack of knowledge of a programming language could lead to work

not getting done on time, which could have a big impact on the overall project progress, so it is important that I get this skill mastered before the end of the year to ensure I am well equipped for any future employment. To counteract this issue in the future, I'll make sure to take prior steps to learn the basics of any languages or frameworks I will be using for assignments or projects beforehand so that I can work effectively, and not waste any development time to trying to solve basic problems.

## **6 Better Communication with fellow Programmers**

## **7 Conclusion**