TIME MANAGEMENT

JASON YU

TODO LIST

To keep up with my busy schedule which comprises of schools, exams, sport, other programming activities and the course itself I've organized myself using a todo list. Rather than using a timetable which I find constrains myself too much I find it more easy to use this simple list.

General Reminders

- Prog-comp
- City2Surf
 - Sunday August 12th

Physics

- 6.2 and 6.3
- Dot Point 140

Software Development

- Game storyboard July 5th
- Game August 2nd

Maths

- EX 10I
- EX 10J

English Extension

•

English Advanced

•

Engineering

•

Tutoring

•

UNSW Computing Course

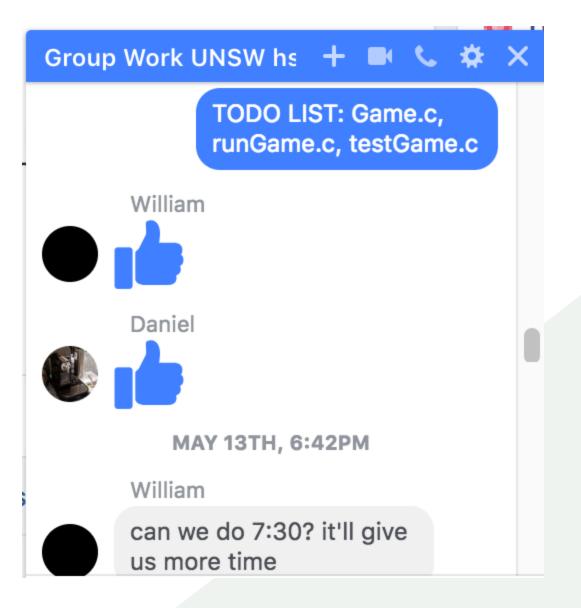
- Activities
- Resume

Programming

A C T I V I T Y C O M P L E T I O N

Over the course of the semester, I've completed all of my coursework. Though not always on time, I've strived to be on top of my game and up to date.

Activities	
✓ Module 08 Tutorial-Lab	29 Apr 2018 — 09 May 2018
✓ ▲ Game.c	29 Apr 2018 — 09 May 2018
✓ ▲ runGame() function	29 Apr 2018 — 09 May 2018
✓ ▲ Mr Pass	29 Apr 2018 — 09 May 2018
 Start the Mechanical Turk 	29 Apr 2018 — 09 May 2018
Reflect and give blog feedback - Module 08	29 Apr 2018 — 09 May 2018
Revision and Challenges	



TEAM TIMEMANAGEMENT

Managing time also applied when working with other people. To deal with everyone's schedule when working on the project I would always contact people on Facebook prior to organise times to code together.

WORKING UNDER A SCHEDULE

I found that working on a schedule a time limit helped myself be greatly more efficient when working. This reflects in my Github commits.



Update Game.c

williamgao-dev committed Apr 22, ...

stuff

Jason Yu committed Apr 22, 2018

struct updated

Zason Yu committed Apr 22, 2018

struct

Jason Yu committed Apr 22, 2018

dfsa

🔀 Jason Yu committed Apr 22, 2018

Merge branch 'master' of https://g...

Zason Yu committed Apr 22, 2018

stuff

Jason Yu committed Apr 22, 2018

Update Game.c

williamgao-dev committed Apr 22, ...

struct

Jason Yu committed Apr 22, 2018

stuff

Jason Yu committed Apr 22, 2018

Initial commit

🔀 Jason Yu committed Apr 22, 2018

FILE ORGANISATION

To organise all my work and have a code repository to look back on, I created a folder for every week containing all my files.

