	Criteria	Grade claimed	Supporting arguments	Supporting evidence (refer to appendix if needed)
Basic	Professional Behaviour	D	As team leader it was my duty to conduct work in as professional manner as possible. I had to communicate in a professional manner towards the dev and design teams, with the product owner, and to the academic supervisor. All teams and stakeholders were pleased about how professional and committed I was to the project.	Conversation threads between myself and the product owner. Meetings conducted with academic supervisor (Yong) Weekly Recordings with team, please let me know if you require the downloads.
		D	Overseeing the productivity and functionality of the team, I updated, assigned, and created cards in the trello board. As such, this was a way of conducting project management in a professional software. In cards you can find me communicating with peers so that we can create a professional product.	Trello board professional discussion to other members of the team.
	Accountability (Worklogs)	D	Currently I have added up to 127 hours' worth of work commitment to the project. As such, I am adhering to the expected 10 hours per week and am expected to hit 150 hours of work.	Worklog for James Papas: Click Here
	Attendance	D	I have attended every team, product owner, and academic supervisor meeting. As such, I am adhering to the above 90 percent attendance log.	Attendance Log for The Island Team
	Engagement	D	I have excelled at engaging and committing to the project as I have contributed to most tasks one way or another. All tasks were created by me and assigned to members accordingly. As	Please refer off engagement screenshot in the Sourcetree window.

			such, members were coming to me for further task clarification, and therefore I was actively participating in achieving finished tasks. Furthermore, I made hundreds of commits to the project, ultimately showing how engaged I was in finishing the app.	You can also find all the tasks I was assigned to that I assisted in completing. Trello Link
Core	Communication	HD	I excelled in providing clear and concise communication to the team and all stakeholders. I was able to clearly explain all project deliverables in meetings and was also writing and communicating everything down for the team. As such, this ultimately influenced a more efficient and effective work environment to stay more productive.	Trello Board communication between myself and the team. Microsoft Teams Communication between myself and the team.
	Teamwork	HD	With communication came teamwork. On many occasions, members of the team needed tasks clarified or also needed overall help. I was always happy to provide this to the team. Using Teams and Trello as the main discussion tools between the team, it was rather easy to work as a team to attain the same goals together. We were able to commit work without risking merge conflicts between members.	Please refer off Microsoft Teams and trello board screenshots to capture the teams effective teamwork in completing trello tasks.
	Process	D	I was able to contribute to the project using the required processes and procedures required of the unit. As such, I was able to commit my work to the correct branches whilst also notifying the team when I was to commit so we did not impede on each other's work.	Please refer off the Microsoft Teams commit discussion. Please refer off the Sourcetree attachment below
	Product	HD	I provided exceptional and sustained contributions to the project. In this iteration, I	Please refer to the squad demo slides for my completed

			achieved a highly challenging task of importing all the new attackers into the game whilst also animating the in-game characters. It seemed highly unlikely, however I managed to import the characters and animations at a very high exceptional standard. All these commits were provided with quality work as well as on a consistent basis.	tasks over this iteration and how they look on devices.
		D	As a team leader, I drove and contributed to team discussion and meetings. I continuously ensured that tasks were clearly explained and that all stakeholders were aware of what needed to be done to further improve the app. As such with my commitment to the team we have been able to produce high quality work.	Please find all recordings in Microsoft Teams for proof. Additionally, please find all meetings with academic supervisor in meetings too. Squad Demo 2
	IT Skills	HD	I demonstrated outstanding skill and knowledge relevant to my area of IT discipline. I used my discipline and expertise to better animate the game and to provide a seamless UI that all users can enjoy. The UI is fitted with ambient music and visual themes that are captured from island scenes.	Please refer off my completed work in the appendices section.
Advanced	Self-Awareness	HD	I was aware of what my strengths and weaknesses were when completing this project. As such, I oversaw the direction of the project as well as the design part of it. As I have prior design strengths, I utilised that strength to create work of an IT professional.	Please refer off my completed work in the appendices section.
	Project Management	HD	As project manager, and team leader, I updated the trello board and the team members of the progress of project and how we are doing	Please refer to the trello board for my effective and structure management.

			in terms of projected targets. As such, with this constant managing we all surpassed all outcome expectations and the product owner was greatly impressed. No we have a finished product that works perfectly.	
	Mentoring	HD	I worked heavily with Andrew S and Sean so we can complete the final important tasks before offloading the project. This meant that I worked with Andrew so I could teach him a bit about management of the project and the design part of it. Therefore, we had many catch ups whereby I mentored him to be a future team lead of the project.	This was mostly conducting in discord which has no recording software.

Basic: State facts and provide evidence

Core: Use the STAR Model
- **Situation:** describe a work situation that you were faced with
- **Task:** describe the task that you had to complete
- **Action:** describe the action that you took to complete the task
- **Result:** describe the result of your action

Advanced: Use a reflection framework
- **Situation facts:** describe a work situation that you were faced with
- **Situation thoughts:** describe your thoughts on the situation and you goal
- **Action plan**: describe the plan you will action to achieve your goal
- **Result:** describe the result of your actions or ongoing plan

As this was our final iteration, there will be no further tasks committed by us seniors however provided are a few suggestions for the next juniors to develop in the future. I would suggest that the next juniors further improve the game by fixing remaining bugs in the attacks, adding dying animations to animals, adding textures to the snake, and creating a new attacker tracking system for the snake as well. Furthermore, I would suggest implementing a new multiplayer system to the game and a new cave the user can hide in to get some health back up. Overall, the project was very fun and challenging but it was a pleasure to manage to a completed phase.

Appendices (if any)

Conversation Thread to product owner:
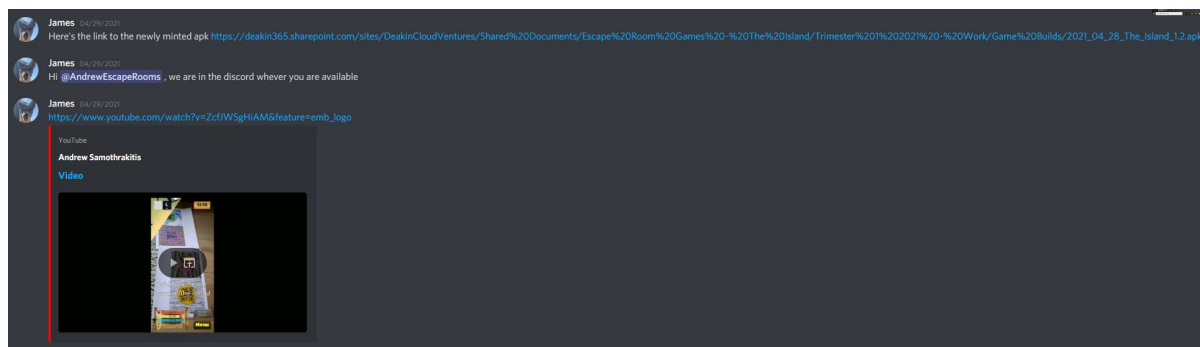
Re: DISCORD

EL **Escape Room Games Pty Ltd** <info@escaperoomgames.com.au>
29/04/2021 7:14 PM

To: JAMES NICHOLAS PAPAS

Sorry James on my way now.

On Thu, 29 Apr 2021 at 7:13 pm, JAMES NICHOLAS PAPAS <jnpapas@deakin.edu.au> wrote:

Hi Andrew we are in the discord now just waiting on you. Any updates on ETA?

Sent from Mail for Windows 10

--

Communication and professionalism between myself and the teammates:

Parisa Nafis 11 May at 16:43 (edited)

@jamespapas2 Ah yeah. I watched Thursday's recording of the meeting and have the two rescues texts in the project already in those places.

☺ - Reply

James Papas 11 May at 16:15 (edited)

@parisanafis wow too good! thankyou so much for that. the two x's in the middle will most likely be the rescue cards that sean was referring to.

☺ - Edit - Delete

Parisa Nafis 11 May at 16:12

Just finished implementing this🙀🙀🙀. Will commit soon.

☺ - Reply

Parisa Nafis 10 May at 22:22

@jamespapas2 Yeah sounds good. I'll setup a placeholder text object in the project later.

☺ - Reply

James Papas 6 May at 18:31

@seancorcoran17 are the image triggers pretty much the only only markers we need and do these come in pairs, so 2 image triggers for each resource, eg wood, food, and water?

☺ - Edit - Delete

James Papas 6 May at 18:28

@parisanafis I think it may be best to have the resources in the same location as per the in-game image attached, however, to have the text hovering facing the player in every direction. Maybe later we can opt for random seeds for resources if we find the time. Thoughts?

☺ - Edit - Delete

Parisa Nafis 6 May at 14:06

Added all the menu and functionality to this. Just need the final png to be setup to put into the placeholder object in the project.
To confirm :
Is the text in the proof of concept supposed be floating above the map and constantly facing the player? If so are they going to be random (so food and water text may be swapped/in different positions per play session for example) or always in the same place?

≡ **Description** Edit

Fade into and out of night time slowly

📎 **Attachments**

Screenshot 2021-04-24 172927.jpg ↗
Added 24 Apr at 17:29 - Comment - Delete - Edit
🖥 Make cover

NightOverlay.png ↗
Added 22 Apr at 19:45 - Comment - Delete - Edit
🖥 Make cover

Night Overlay (png).png ↗
Added 21 Apr at 20:50 - Comment - Delete - Edit
🖥 Make cover

Day Overlay (png).png ↗
Added 21 Apr at 20:50 - Comment - Delete - Edit
🖥 Make cover

View all attachments (1 hidden)

Add an attachment

≡ **Activity**   Show details

JP Write a comment...

JP **James Papas** 4 May at 19:12

Twinkle. and stretch on all aspect ratios

😊 - Edit - Delete

AA **Anthony Antoniou** 25 Apr at 17:23

@jamespapas2 thanks for checking mate! i've updated this so i belive it should all be good now.

😊 - Reply

JP **James Papas** 24 Apr at 23:17

Hi **@anthonyantoniou7** I tested the game on mobile and the bottom quarter of the screen is cropped without the overlay. Is it possible to also lessen the alpha aswell so its just a slightly more transparent? thanks mate great work btw worked perfectly

😊 - Edit - Delete

JP **James Papas** 24 Apr at 22:22

Sweet as **@anthonyantoniou7** looks wonderful. Keep up the great work.

JP **James Papas** 5 May at 16:57

Fixed the Mesh image so mesh outlines are less visible

😊 - Edit - Delete

JP **James Papas** 5 May at 16:46

Great communication team and great work so far tackling this challenge!

😊 - Edit - Delete

JO **Jack Oberstar** 4 May at 22:00

The textures should be able to be pulled from the .blend file. .Blend acts as a special folder that acts as a template to for the textures, materials, rigging, mesh etc. If you have any issues let me know

😊 - Reply

Parisa Nafis 4 May at 21:34

@jackoberstar Yeah FBX would be preferable over OBJ but it shouldn't make too much difference. The textures will need to be imported into the Unity project and have the materials setup to be applied to each island variant.

😊 - Reply

JO **Jack Oberstar** 4 May at 21:18

Island Meshes have been made in a range of file types. From some quick reading it seems that unity can read a .blend file and pull the meshes from that however im not sure how it will handle textures.

I have exported textures in the other files in the following folder path Escape Room Games - The Island\Design\Blender Projects\V2\3D Assets\Island Mesh

My guess is that .OBJ or .FBX would be the most usable as they are the industry standards for transferring 3D between programs.

If you find the app could still run with some more eye candy let me know and I can increace the complexity of the mesh and find the point where it begins to impact performace

Worklog of Hours:

Student	Work Hours
Andrew Samothrakitis	82 hrs
Anthony Antoniou	83.5 hrs
James Papas	126.7 hrs
Jack Robert Oberstar	84 hrs
Jonathan Vieri	91.5 hrs
Levi Peters	82.9 hrs
Marion Perera	64 hrs
Naadhish Yahya	62.2 hrs
Sean Corcoran	121.2 hrs
Parisa Nafis	122 hrs
Arsha Anoop	95 hrs

Attendance Log:

Attendance %	Student	Week 3 | Commencing Monday 22/03/21					Week 4 | Commencing M		
		Scheduled			Additional		Scheduled		
		Tue 7 PM	Tue 8 PM	Thu 7 PM	Thu 8 PM		Tue 7 PM	Tue 8 PM	Thu 7 PM
100.00	Andrew	🟩	🟩	🟩			🟩	🟩	🟩
100.00	Anthony	🟩	🟩	🟩			🟩	🟩	🟩
95.24	Arsha	🟩	🟩	🟩			🟩	🟩	🟩
100.00	James	🟩	🟩	🟩			🟩	🟩	🟩
100.00	Jack	🟩	🟩	🟩			🟩	🟩	🟩
100.00	Jonathan	🟩	🟩	🟩			🟩	🟩	🟩
88.00	Levi	🟩	🟩	🟩			🟩	🟩	🟥
100.00	Marion	🟩	🟩	🟩			🟩	🟩	🟩
93.33	Naadhish	🟥	🟩	🟩			🟩	🟩	🟩
92.00	Sean	🟩	🟩	🟩			🟥	🟩	🟥
90.48	Parisa	🟩	🟩	🟥			🟩	🟩	🟩

Engagement and commitment to the project:

Repository Details ✕

Escape Room Project

Created:	9/08/2020 4:36:52 PM
Last commit:	16/05/2021 7:42:27 PM
Location:	E:\Users\James\Documents\Escape Room Prc
Size on disk:	4392.82 MiB (4,606,203,000 bytes)
Tracked files:	3,138
Branches:	10
Tags:	0
Total commits:	1,389
Total authors:	22

Author:	Commit count
jnpapas	261
Sean Corcoran	222
Matt Nolan	209
NATHAN WILLIAM JOHNS	189
MATT NOLAN	161
Ken Lau	122

Trello Board Screenshot of tasks assigned to and completed or in completion:

https://trello.com/b/gNlzJ7ax/escape-room-game-the-island-trello
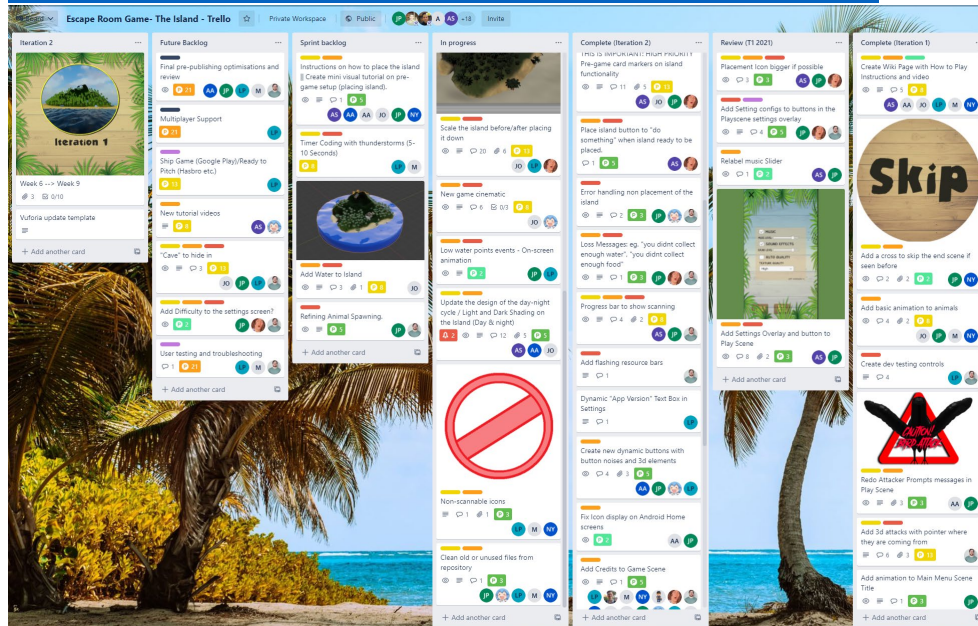
Microsoft Teams Communications:
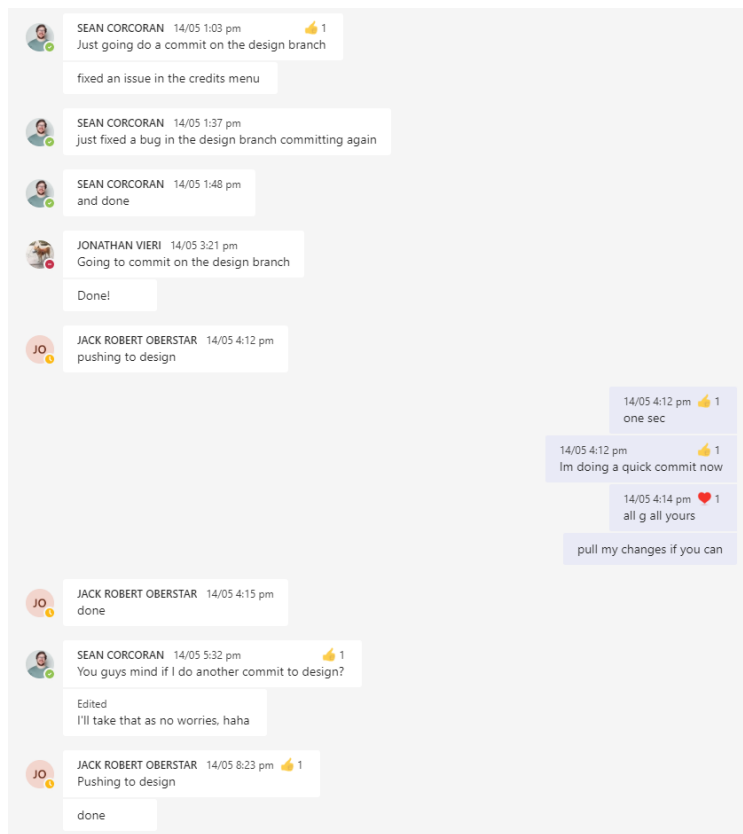
Sweet

Parisa is the place holder easy to replace in case we replace the island birdseye view with jack's island??

PARISA NAFIS 11/05 4:23 pm Edited 👍 1
Yeah. I added a folder in the Assets one called MapMarker. If you replace the Game_Marker.png file in it it should work.

JACK ROBERT OBERSTAR 11/05 4:23 pm
what res should it be? same as what was in there?

PARISA NAFIS 11/05 4:27 pm 👍 1
256,512 or 1024 should do.

11/05 4:31 pm
Whichever is best man

Sweet thanks so much for that Parisa!

JACK ROBERT OBERSTAR 11/05 4:31 pm
rendering at 1024x1024

11/05 4:31 pm
thats should be perf

good work team

PARISA NAFIS 11/05 4:32 pm 👍 1
No worries. The commit is done now.

11/05 5:06 pm 👍 1

11/05 5:06 pm ❤️ 2
New placeholder thoughts?

11/05 5:06 pm 👍 1
That way we can utilise the cave

5/05 5:19 pm 👍 1
Hey guys I have added somewhat of a concept image to trello to what we can expect to have for pre game markers, let me know what everyone thinks 🙂

5/05 5:20 pm ❤️ 3

JONATHAN VIERI 5/05 6:23 pm
Looks sick!

Sourcetree Commits and Processes:

Graph	Description	Date	Author	Commit
	Revert "Removed CinematicTest file from repo"	6 May 2021 21:10	marion_Perer <ms	03dba18
	Removed CinematicTest file from repo	6 May 2021 21:01	marion_Perer <ms	714a8bd
	Fixed Rat death mesh - There was no solution so I removed the teeth and tounge.	6 May 2021 20:30	joberstar <jobersta	12f5500
	Updated Sound label on settings page to Sound Effects	6 May 2021 20:06	Levi Peters <lpeter	76e4ce5
	Removed old rat files that are no longger used in game	6 May 2021 20:04	jnpapas <jnpapas@	a0c3141
	Removed old files from repo	6 May 2021 20:03	jnpapas <jnpapas@	7ab3614
	CREATED RAT DEATH USING RIGGED RAT IN BLENDER	6 May 2021 20:03	jnpapas <jnpapas@	0e7a3b7
	added some more comments.	6 May 2021 19:34	Sean Corcoran <se	73c3788
	Changed the rest of the resource sliders to flash when low.	6 May 2021 19:32	Sean Corcoran <se	5753841
	Added a script and objects for the "App Version" box to pull from the project settings instead of being a static user set text.	6 May 2021 19:29	Levi Peters <lpeter	2d02013
	Packed and created new bird death animations using blender	6 May 2021 19:28	jnpapas <jnpapas@	5517b4b
	Fixed snake2 missing sound issue	6 May 2021 18:36	Digionix <jonathar	fe18b14
	Created 2 snake, 2 snake dying, and 2 bird dying sound effect	6 May 2021 18:24	Digionix <jonathar	61d7c02
	Created 2 Dying sound effect for a rat	6 May 2021 18:00	Digionix <jonathar	639f70e
	Updated Playscene.unity to work with new events on Vuforia Plane detection events (Plane Finder and Ground Plane Stage game	6 May 2021 1:47	pnafis <pnafis@de	7a40c22
	Changed PlaneIndicator.prefab to make placement icon larger.	4 May 2021 21:43	pnafis <pnafis@de	3c78540
	Compressed files to reduce GIT download size for other group members	4 May 2021 21:22	joberstar <jobersta	851d88c
	Created some files for testing meshes in unity	4 May 2021 21:15	joberstar <jobersta	a4c57bd
	Created a cricket ambient sound, 2 extra hit sounds, and button denied sound.	4 May 2021 14:24	Digionix <jonathar	b374f86
	Created 2 hit sounds, and a splat sound effect	3 May 2021 16:23	Digionix <jonathar	e6f8a76
	Fixed the damage indicator not fading away completely bug.	30 Apr 2021 13:19	Sean Corcoran <se	75fe95e
	Fixed a issue with a night overlay sprite went missing during the merge.	28 Apr 2021 11:17	Sean Corcoran <se	cd69615
	Fixed a merge error with the menu music on the WikiLink and Back buttons on the how to play menu.	28 Apr 2021 11:11	Sean Corcoran <se	5adee07
origin/2021_T1_End_I1_Backup	Merge branch '2021_des' into 2021_dev	28 Apr 2021 10:42	Sean Corcoran <se	167bef8
	Created Chicken sound, Rain ambient sound, and 3 thunder sounds	27 Apr 2021 18:29	Digionix <jonathar	99a0a22
	Merge branch '2021_Perer_design' of https://bitbucket-students.deakin.edu.au/scm/~scorcoran/escape-room-games---the-island	25 Apr 2021 21:18	marion_Perer <ms	9da89c1
	Added an "App Version" box	25 Apr 2021 21:12	Levi Peters <lpeter	821aa01
	Completed Weather Systems - Rainy_Weather by Naadhish Yahya	25 Apr 2021 21:10	marion_Perer <ms	a0f9470
	Designed Weather Systems - Rainy Weather	25 Apr 2021 20:03	Naadhish Yahya <a	f29c32e
	Merge branch '2021_T1_design' of https://bitbucket-students.deakin.edu.au/scm/~scorcoran/escape-room-games---the-island	25 Apr 2021 17:40	Levi Peters <lpeter	152cb4d
	Initial code setup for random button sounds	25 Apr 2021 17:33	Levi Peters <lpeter	7a03982
	Updated overlay coordinates and changed opacity	25 Apr 2021 17:21	Anthony Antoniou	25dcbcc

My Completed Work:
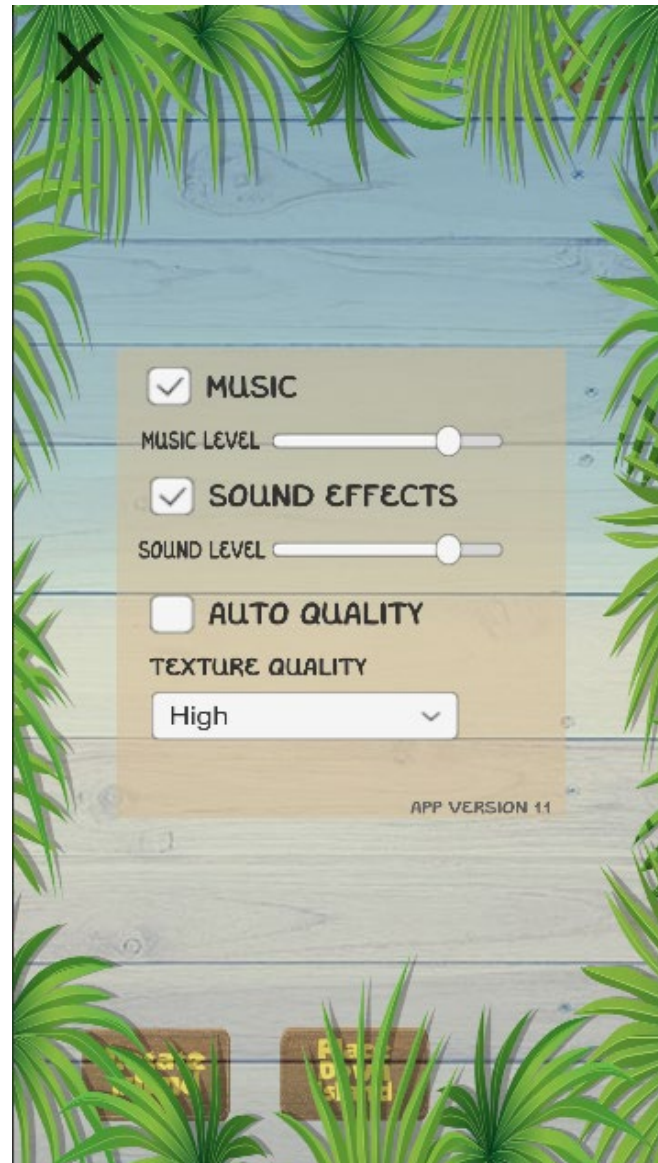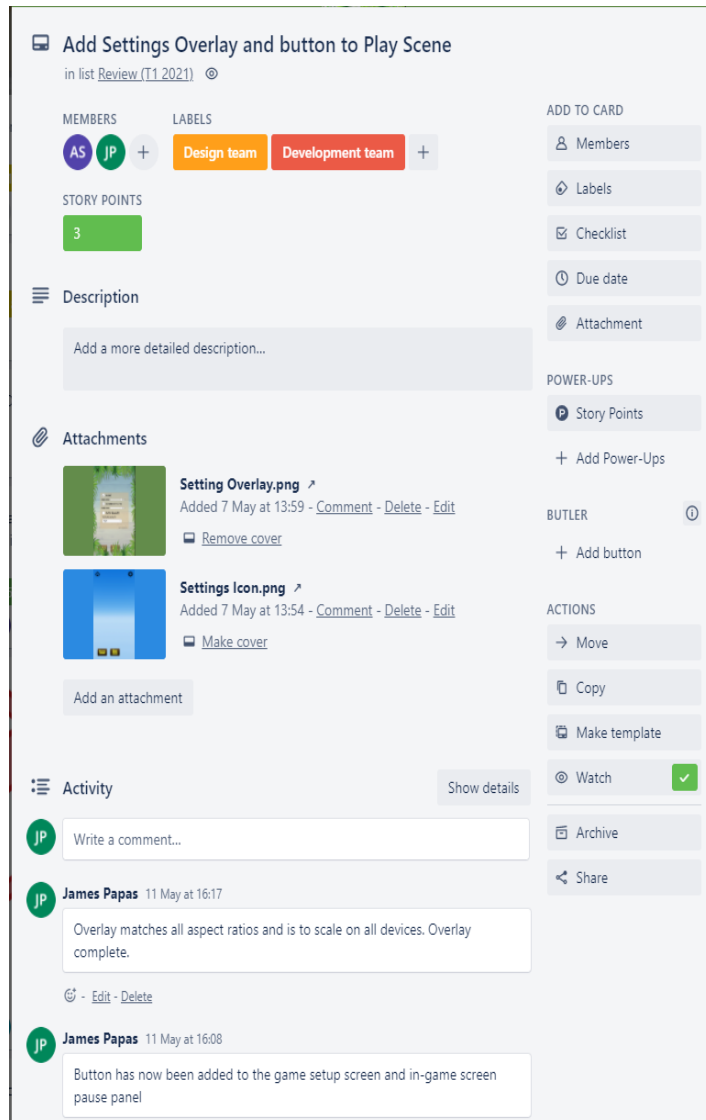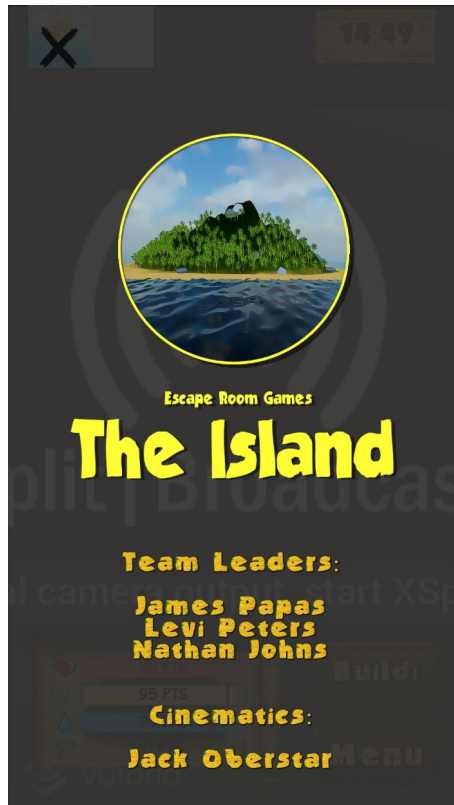
Added Settings overlay to Play scene, and Pause Panel:

Added Credits to Pause Panel:

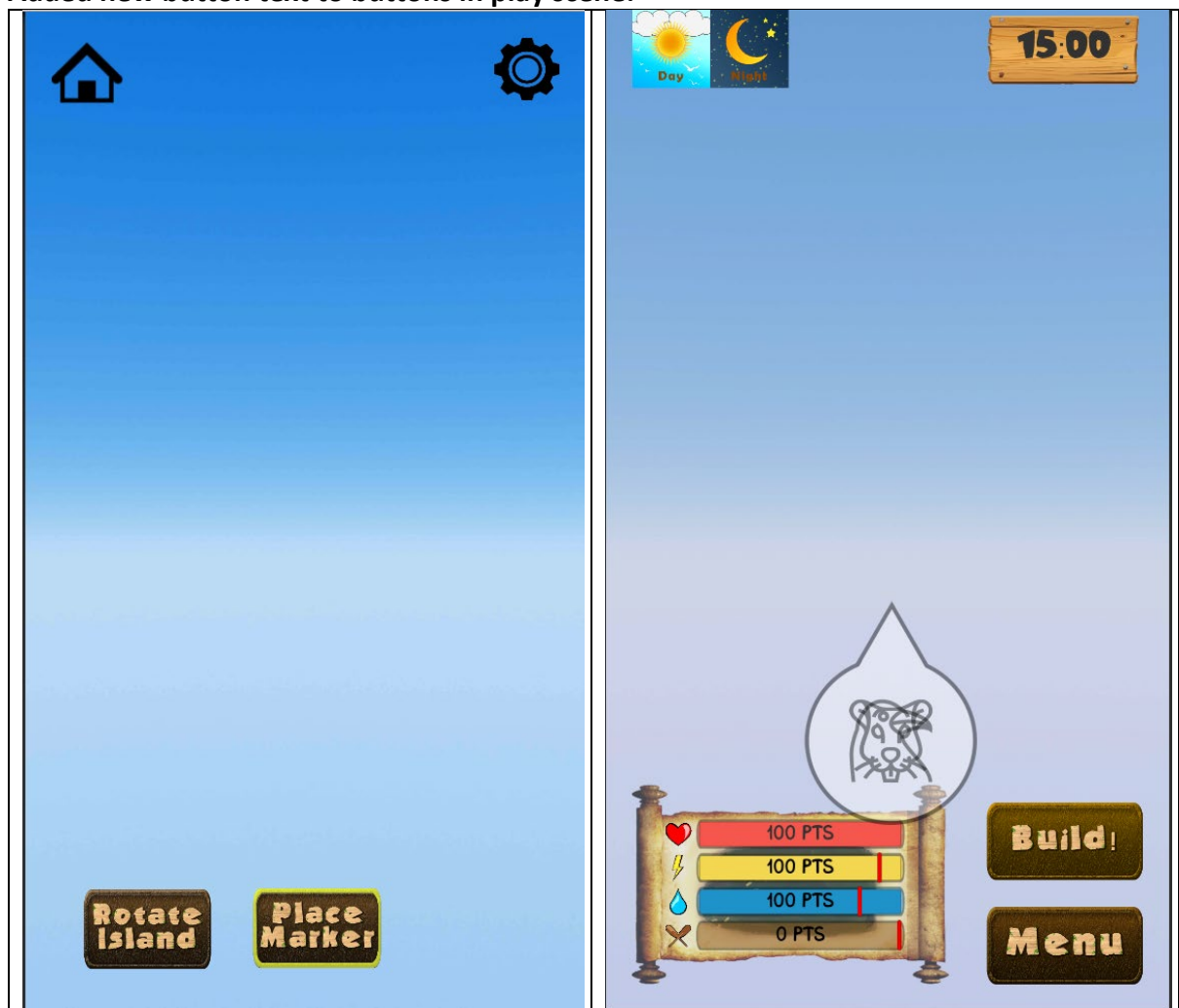**Import Animal Characters and Animations to Unity from Blender:**
- **High Difficulty**

Slowed Down Title to main menu Animation:

Added new button text to buttons in play scene:

Redid Day & Night Graphics in photoshop:

Created Pre Game Marker for Implementation with Parisa: