SIT378/SIT782

Team Project (B)

Learning Summary Report

James Papas

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Self-Assessment Details
The following checklists provide an overview of my self-assessment for this unit.

	Pass (P)	Credit (C)	Distinction (D)	High Distinction (HD)
Self-Assessment				✓

Self-Assessment Statement

Declaration

I declare that this portfolio presents my individual contributions to the outcomes achieved by my Squad as well as my personal submissions. I have not copied from any other student's work or from any other source except where due acknowledgment is made explicitly in the text, nor has any part of this submission been written for me by another person.

Signature: **James Papas**

Part 1: Reflection on completed project work

This portfolio will include work that I had completed that reflects a Highj Distinction standard of work. For that reason, the grade I am looking to achieve in unit 378 is High Distinction.

	Criteria	Grade claimed	Supporting arguments	Supporting evidence (refer to appendix if needed)
Basic	Professional Behaviour	P	From the start of the project to the end, I conducted myself in the a respectful and professional manner. As team leader it was my duty to lead and inspire the team. As the representative of the group, it was essential to maintain a professional manner toward the product owner, academic supervisdor, and the expert panel. This was important so that the project was taken seriously between all stakeholders.	• [Microsoft Teams Group Chat Channel.](#) • [Previous Meeting recordings with academic supervisors and expert panel.](#)
		C	In unit 378, I was able to assits progress the project in a significant way. As team leader, I was able to create, assign, and tag members to corresponding tasks so that group work did not impede others. This provided solutions so that each member could focus on the specific requirements and tasks set by myself and the project. All tasks provided to each member was voluntary between members to match tasks to their strengths. Staying on top of all the members work was a large task in itself, however, updating the trello board consistently provided means of a professional project management tool.	• [Trello Board](#)
	Accountability (Worklogs)	C	I demonstrated over 130 hours of project specific work, which	• [T1, 2021 Squad Worklog](#)

			ultimately adheres to the 120 hours minimum Credit grade.	
	Attendance	C	I attended 100 % of all meetings, which adheres to the >90% attendance rate expected of the credit grade.	• [Group Attendance Log](#)
	Engagement	D	I was actively involved in team based activities, and demonstrated excellence in committing to current and future project deliverables. In trello you can find that most of the tasks I was assigned to, and these tasks consist of comments, updates and completed work that I had been involved in.	• [Add Settings Overlay and button to Play Scene](#) – Trello Card • [Update the design of the day-night cycle](#) – Trello Card • [Visual feedback when you hit an attacker](#) – Trello Card • Engagement can be found over entire trello board in the form of comments, attaching files, tagging and idea sharing. ([Trello Link](#))
Core	Communication	HD	As a senior, I was already aware that in group assignments, communication can lack, especially when working with other members remotely. As such, as team leader and as a senior, I expressed the importance of communication in completing the project deliverables to ensure we complete the product in time at the satisfaction of the owner. By following this principle myself and the team were able to share our progress and the expected project direction. Clear communication between myself and the team can be found on the Trello Board in the provided Trello Cards and In the Microsoft teams Group Chat Channel.	• [Add Dying effects to animals](#) – Trello Card • [Build a known game bugs list](#) – Trello Card • [Microsoft Team Channel Group Chat: Communication of Ideas from Sister](#)

	Teamwork	HD	As a team leader, it was up to me to set an example of contribution to the project. I was actively involved in trying to push other students in contributing towards the	• [Evidence providing support to other members in the Microsoft Teams Channel](#)
				  o Arsha Anoop
				  o Marion Perera

			project. As such, many students reached out to me actively seeking support, in which I was happy to provide. This support was often requested in private Microsoft Teams chats between myself and individual members.	
	Process	D	As a team leader, I expressed the necessary process of successfully completing, updating and committing to the project repo. As such, I effectively followed the process of crating and assigning members to corresponding tasks, making commits to the project repo, and then commenting on task updates on the trello board. Byt doing this, I was able to contribute and define the ongoing progress of the project. Additionally, I before making commits to branches, I warned the team that I was committin so the team was aware to pull the commits before pushing out again. This enabled the team to work effectively without any repository merge conflicts.	• [Bitbucket Repository Commits to project Analytics](#) • [Trello Board – Comments in Trello](#)
	Product	HD	I excelled in providing sustained contributions to the project. I was added as a member to almost all project tasks, in which I contributed to in one way or another. All contributions can be found in the project trello board. And listed in cards supporting evidence section:	• [Assisted the Create Wiki Page with How to Play Instructions and video](#) • [Added a cross to skip the end scene if seen before](#) • [Created and added basic models and animations to attackers](#) • [Redid Attacker Prompts messages in Play Scene](#) • [Added animation to Main Menu Scene Title](#) • [Added graphic for Visual feedback when you hit an attacker](#) • [Created attacker Indicators to point towards attacker proximity](#) • [Linked each build button](#) • [Designed Pre-game card markers on island functionality](#) • [Assisted in Creating new dynamic buttons with button noises and 3d elements](#)

				- Added Credits to Game Scene - Shortened bounce of the title animatio, as per owner request. - Completed Import of Animals and animations to Unity || Replacing originals || Added Snake into Play Scene - Added Settings Overlay and button to Play Scene - Build a known game bugs list - Created Style Guide for app. - And many other Tasks in trello, you can see commitments to these tasks in the cards and in the bitbucket repository here.
		D	I consistently drove and contributed significantly to team presentations. As team leader, I answered most project management and task status questions from the expert panel, academic supervisors and product owner. As such, I was the spokesperson to the product owner and was able to provide updates of the project to all stakeholders in oral presentations of an exceptional standard.	Microsoft Teams Channel recordings
	IT Skills	HD	I believe I have applied outstanding IT skills and knowledge to corresponding project deliverables that appeal to the discipline of an IT professional and Game Developer. As example of this is rigging animals and animating animal attackers in Blender to then be later importing into the playscene in the Unity game engine. Rigging and animation is quite a difficult task that I contributed to by using my IT skills and knowledge.	Completed Import of Animals and animations to Unity || Replacing originals || Added Snake into Play Scene – Video in card
Advanced	Self-Awareness	HD	I Identified my Design and project management skills to then be incorporated into the design and project management team. As such, for this reason	- Add Setting configs to buttons in the Playscene settings overlay - Completed Import of Animals and animations to

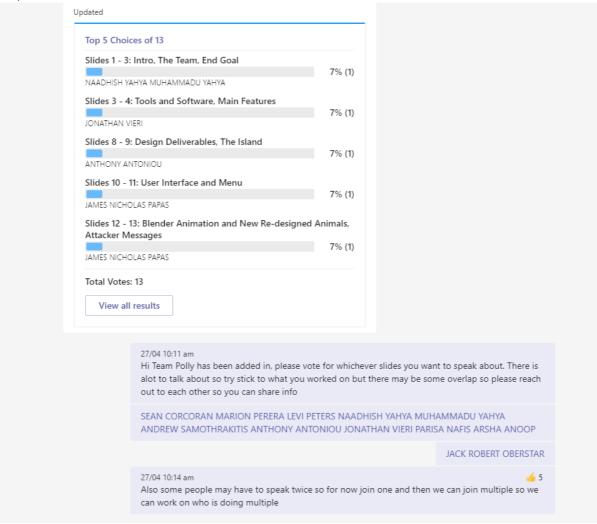|				
			the team nominated me to lead the team as Team Leader. As team leader I used my leadership skills to find peoples skills and weaknesses and assigned them to corresponding tasks that meet more of their strengths than weaknesses. I additionally expressed members to go outside of their confort zones to work on tasks within their weaknesses as well. One weakness that I focused on was script coding, in which I worked a little on inside the Snake implementation and Settings overlay with Andrew and Sean.	Unity || Replacing originals || Added Snake into Play Scene
	Project Management	HD	As team leader, project management was essential to measure the progress of the project. As such, I had to ensure that the project was moving in the direction of the end goal for the product owner and team. To do this,I consistentaly demonstrated the initiative of p[lanning, delegating, prioritizing executing, and monitoring of deliverables. An example of this includes the Pre-Placement of the island marker, which was always planned to be implemented. I labelled and expressed the task as a 'High Priority', and thus the task was on the agenda on the teams to do for instant completion. Additionally, as the project manager and team leader, I created all tasks, assigned members, assigned story points, assigned labels (design & Functionality), and organized tasks in correct lists within Trello.	• Trello Link o All tasks were created and updated by myself.
	Mentoring	HD	As a mentor of the other team members, I was able to walk all	• Most mentoring sessions were either held in

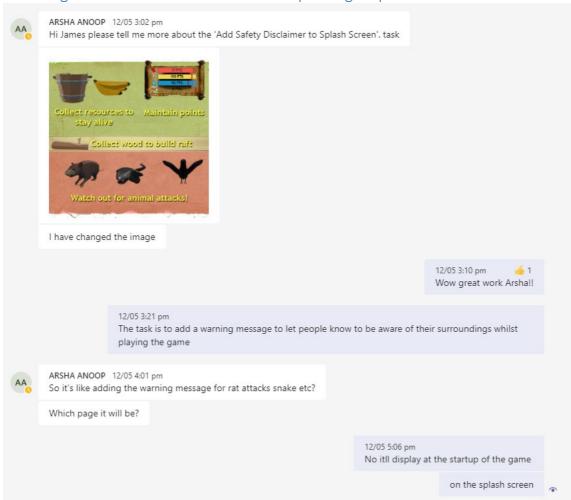|			members individually in operating the project within Unity and completing the OnTrack Tasks. Meetings were arranged with members explaining the process of completing an individual retrospective and also the squad retrospective tasks. This enabled other members to easilyunderstand what was required of each ontrack task and the Unity game Engine.	Microsoft Teams private meetings and discord. Discord cannot be recorded however sample image of mentoring message to jump into discord with other member for mentoring is provided.

Appendix:

Creation of Polly in teams to promote professionalism and so that team does not impede on others work:
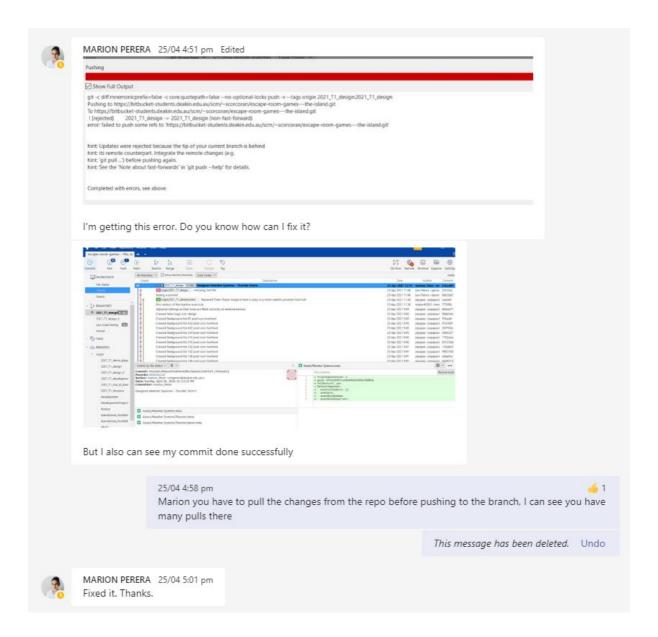
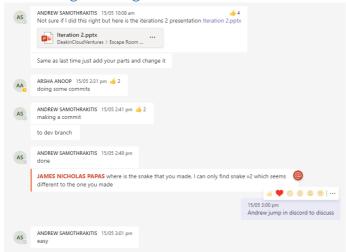## Microsoft teams Chat to share ideas and **communication** with team:

Providing **teamwork** to other members requesting help:

Mentoring Meetings followed:

Part 2: Meeting of Unit Learning Outcomes (ULOs)

ULO1:

Within the duration of this project I maintained a professional manner in both communication and practice. By communicating in a professional manner, I was able to utilize my oral,written, and interpersonal skills to inform and motivate other peers with diverse communities, cultures, background, and disciplines in a team global context (GLO 2, 8, and 7). Additionally, I also contributed a significant amount of deliverables in a team environement, whilst also adhering to the code of conduct required of the project. I was able to contribute work relevant to the level of study of an IT professional in a project team (GLO 1). To contribute to deliverables, I needed to disseminate information using technologies such as Trello and Microsoft Teams to better outline the task requirements expected of the project (GLO 3).

ULO2:

The project required all members to individually demonstrate skills and knowledge appropriate to the level of study of a member working within a Information Technology team (GLO 1). As such, these skills needed to define the appropriate scope of the project and break down tasks for planning purposes. I used tools, such as a Trello Board, to break down tasks by story points, team labels, and task description. To first create tasks in trello we were required to critically think and problem solve the project (GLO 4&5). This meant that we needed to play the the app and identify known bugs within the game, and additionally add it anything the product owner wanted to feature.

ULO3:

With research, myself and the team identified information technology tools that Game Developers would normally use in professional practice (GLO 1&3.). As the product owner had specific requirements for the app, the team and I had to develop new cinematics, new UI, and new 3d objects and animations using the best readily and free tools available. Bitbucket was used as a GIT based file repository tool, Trello as the project management tool, Sourcetree as the commitment tool to the repository, FL Studio as the audio production tool, Blender as the 3d object and animation tool, Photoshop as the graphic design tool, and Unity as the game engine tool. Depending on whether the member was part of the project design or functionality team, members would focus on particular tools in there discipline. As an example, as a member of the design team, I would use Photoshop for UI purposes and Blender for object animation and creation. Whereas, the functionality team would focus primarily on visualstudio as a script editor tool. Having each team responsible for specific tasks enabled each member to work effectively with each other and proved better for problem solving (GLO 5&7).

ULO4:

Part of this unit required thorough real time evaluation of the work we were completing for the project. This meant that the team and I had to critically assess what we were completing or wishing to complete in the directions of the project (GLO 4). We had to clarify what were realistic goals that we could achieve as IT professionals using the tools in our discipline (GLO 1). As such, in order to set these goals we weach had to share and communicate our ideas to

the team so that we can inform, moticate and set expectations to what we think we can do as a team (GLO 2).

ULO5:
The other part of this unit required each member to reflect on the completed work they were responsible for (GLO 6). Each member was able to reflect on their work in the project retrospective presentations by speaking about the task they performed in the meeting slides. This method also provided the emeans for each members to evaluate their input into the project and so that the member can take credit for every deliverable which was completed by them. As suc, each member was given equal opportunity in a global context to speak about what they had completed as individuals within a group (GLO 8).

Part 3: Lessons Learnt - Individual

The most important things I learnt:
As a senior of this project I have been able to reflect on the completed work from last trimester to now, and how far the project has come in the last 12 weeks. As I have had no prior leadership roles in past groupwork, acting as a team leader was entirely new to me. One thing that I have learnt is that I seem to work well in a leadership position. I maintained a professional attitude and inspired others to contribute more than they expected. Some of the key learning points included learning the art of 3d object animation in blender and importing those same animations to prefabs in unity, in particularly the snake animation. The snake 3d object and animation was imported last second into the game, and as such, came at a rush towards the end of the 10 weeks. Collaborating with team members made it possible to achieve the most unikliest goals within a short timeframe.

I feel I learnt these topics, concepts, and/or tools really well:
I feel like I have learnt Unity and Blender well as towards the end I seemed to have completed more of the complex tasks provided by the project. These tasks involved updating the prefab models of attackers, animating the UI of the game, and animating the in game characters. As both tools were required, I had to conduct extensive research in which explained the systems inside and out.

I found the following topics particularly challenging:
One of the most challenging obstacles I faced was trying to get members to complete work even though they falsified worklogs and tasks. Additionally the other members took ownership and hours from other peoples work. One thing I did was reassure the team that these members will be dealt with accordingly. Myself and another concerned member of the team sent out communications to multiple academic supervisors about the falsified worklogs and work and the members were received appropriate consequences.

In terms of tasks that were difficult, I found importing animals with correct textures to be particularly challenging. I noticed that depending on how the objects are exported from blender to unity, textures may not carry over. Additionally, each file may have different textures so importing objects may require different unique steps.

I found the following aspects particularly interesting:

I found that I work more effectively and efficiently in a team environment. I also noticed that I put in much more work when working with peers that are inspiring. An example of this includes working with both Jack and Sean. Sean was great to listen to as he shared many informative information about repository settings and script work, whereas, Jack shared interesting techniques and methods when creating 3d cinematics for death and escape scenes.

I still need to work on the following areas:

One thing I want to work on more in future includes the functionality part behind app development. As there were already more on the functionality team, I was focusing primarily on the design work. As such, I would have loved to learn more about C# language and how this is translated into game technology. From here I wish to learn more in basic app development centering my primary focus on coding. By doing this, I will be forced to understand basic functionality skills that influence better employability as a Game Developer and overall IT professional.

The things that helped me most were:

The things that helped me most in this unit was working of the peers energy. When one member was positive and inspired about reaching goals within a short time, others became inspired and motivated to go above and beyond to produce a better app. This was the case for me. When members such as Parisa or Sean completed amazing work in a positive attitude, I wanted to do the same in response, and that is exactlyu what I did. Additionally, when I showed my work and commitment to the product owner, he was so pleased that he praised my work in meetings. This positive reinforcement only wanted me to continue working harder.

If I did the project unit again, I would do the following things differently:

One thing that I would want to do differently if I was to do this project again is to arrange more meetings within a week. A lot of communication lacked at times when simple instructions could have been explained in a 10 minute meeting. As such, a lot of time was wasted completed work when other members could have saved time addressing tasks in short daily meetings. Apart from that the team worked really well together and we achieve a significant amount towards the project in the 10 week period.