**Weekly report #1**

Student Name: Julia Berardini Company name: Too Tired Development Co. /15 marks (T)

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| DATE | Project work assigned | Project work completed | REFLECTION-what did you learn by doing it  Technical skills used or acquired in the process |
| May 3rd | Create company logo | Company logo photoshopped and inserted into documents | I worked on my photoshopping skills |
| May 4th | edit stuff- already in there |  |  |
| May 5th | create flow chart plan- 1h | worked on flow chart- 45min  set up gitHub- 20 min | set limits about how detailed to be when planning, and effectively used google drawings |
| May 6th | create class UMLs- 3h | worked on UMLS and class design-2.5h | learned about how libGDX (a game design library) works fundamentally, and spent much of my time watching tutorials and reading documentation in order to understand how the game structure would work |
| May 7th | create class UMLs- 3h | finished UMLS (for the most part)- 2h | further understood libGDX structure, including scenes and games, and used this structure in order to finalize game design. I now know a lot about libGDX! |
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