CPD Report

1604109

Introduction

I am unsure of my current career goal of when I finish university at this moment in time but the very end goal is to have my own indie game company. To get this end goal I will need to further improve on these 5 obstacles I am facing, most of them would have a massive effect on wherever I would get a job due to their importance. The 5 main obstacles I am facing is using version control trying to fully understand git hub and make the most out of it. Next is my time management I have found this to be my most challenging one and is the most important to organise and fix. After that my next issues are using pep – 8 and trying to make clean organised code. Then I need to sort out my team work as I struggle to organise my time to match others and when they want to do work. Finally, my academic writing is far from the best and needs a lot of work.

Version control

My first obstacle I came to is my lack of use of version control. I personally found it very challenging due to my lack of version control use in my back ground, while doing programming for gcse and a-level never once used version control leaving me with a bad habit. Version control is an extremely important skill I must have if I want to get a career in the game industry, very often when working on programming games do you produce a piece of code then while trying to improve it or optimise it you break it, if you used version control you could then back date the work till when it was last working. This is extremely important as people may rely on your piece of code when they are working on their piece. I can improve this with just practise and getting into a routine of backing up and saving to git hub every time the code works or I go onto another task. This will be effective to get me into using version control on a more regular basis and is a very achievable goal. To also help with version control I could do more playing around with GitHub learning what everything does and how it works to make it less hassle in the future if I need a specific feature enticing me to use it more.

Time management

Time management is my biggest obstacle it relates to pretty much all of these, due to if I could organise my time better I could resolve all of them. The reason why it is so important is because everything needs to be done to a certain time especially when you are working in the games industry. If you have been assigned a piece of code to produce for the final game you will be given a sprint to do it, if you do not produce it within that sprint you could jeopardise other people's coding as yours may be a crucial component. For me personally it's because I am un organised this resulted in everything being left to the last minute meaning it got rushed and is not to a high enough standard for things like pep – 8 as well as a professional piece of academic writing. To fix this I will organise my time better with given time slots for each specific piece task I am given so a set amount of hours a day split

between each of my tasks should mean I will have enough time before the deadline to complete as well as bring it to a high standard of work that I am proud of.

Pep – 8

I really struggle with abiding by the pep-8 guidelines. It is very important that I do abide due to how Important it is within the games industry when you write a piece of code it may need to be improved or edited my someone else. If the code has bad variable names or is not neat and easy to read it takes more for the new person to edit your code, this will mean a lot of wasted time which could be spend improving other code or getting the game out sooner for the investors or customers. For me it is due to my lack of time management that is why I do not have time to look up pep – 8 rules and regulations to improve my code. To get this I will use my better time management plan as well as do more coding practice the more I get used to the pep – 9 rules the less time researching what they are and checking against my code I will have to do, this also means as I can abide by pep - 8 as a code making less time wasted by having to go back and check.

Academic writing

My academic writing is very poor, it will need to improve for me to be happy with the quality and to get the result I want out of my degree. This is not quite as important to the game industry but having good English skills is, which comes hand in hand. When communicating with others if you have to explain how your code is working you will need to have the skills to be able to explain what is going on. To help with my academic writing I need to put aside more time than other tasks to really get happy with my quality of English so I can think about it and read up the rules and re-read at the end to thoroughly make sure that it is of professional standard.

Group work

Finally, I struggled with group work with the timing of meetings and interacting with peers in the group. This is important in the games industry as with such a big project like a game you will need to be able to communicate and make it to all your meetings and stand ups. Everyone working to produce the game has an equally important role for the final game so everyone must pull their part. For me to improve if I have better time management I will not be up late doing work meaning I will not sleep through meetings meaning I will be able to keep up with the rest of the team.

Conclusion

I believe if I can pull of these solutions to my obstacles next term I will be able to do really well and achieve my end goal at the end of university to set up a indie game company this will require a lot of work with struggle in English but I believe that even with just better time management it will have a tremendous effect on the quality of my work at the end, all of these goals are reasonable and work hand in hand with each other.