Personal Reflection

KF5012 Software Engineering Practice

W20021023

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# Part A: Reflection on Development

## A1: Description

Since I am on the “games stream” path (studying Computer Science with Games Development), the task our team has undertaken as the main part of this module was to create a fully fledged (while small-scale) video game.

The game we have made was titled “Temple Run”; it is a 3D 3rd person death-run style game, where the player attempts to reach the end as fast as possible, while navigating around traps or different obstacles, made to slow the player down or completely end the run. It was inspired by different games in the same genre or in the genre of 3D platformers as a whole. The game is themed to Mesoamerican motifs and takes place in an accordingly designed temple.

As required by the module, the game was made in Unreal Engine 4, however our team also used other applications (such as Discord or GitHub) for communication and collaboration.

I have undertaken the missions “Project Management” and “2D Art & Interface” and the team missions “Game Design” and “Sound Design”. My responsibilities also included other tasks, mainly maintaining, and taking care of our team’s GitHub repository.

Overall, the development is presumably to be considered as success, as we have achieved the major objectives - that is to create a working video game with all the fundamental features a video game should have, such as gameplay with a clear goal and failure, functional controls and menus, graphics, and sound. However, the process has definitely not went without any complications or issues. These could be divided into two main categories – game development related, and team coordination related. And then further into game features wanted/planned versus game features actually made, the quality and polish of such features, troubles related to software used in the development process, difficulties with teamwork and cooperation and finally problems with meeting deadlines and time constraints.

## A2: Analysis

## A3: Lessons to be Learned

# Part B: Employability Skill Plan

## B1: Target Position

## B2: Job Adverts Used

## B3: Skills List

## B4: Personal Skills Audit

## B5: List of Final Year Modules

* KF6015 Games Design
* KF6017 Software Architecture for Games
* KF6018 Computer Graphics and Animation
* KV6002 Team Project and Professionalism
* KV6003 Individual Computing Project

## B6: Identification of Which Skills (from B4) Will Be Improved by Chosen Final Year Modules (from B5)

## B7: Skills Shortfall

## B8: Action Plan