GTP1302 Guided Learning
My Learning Contract
to be included in E-Portfolio
(revised on Oct 2025)

Name of Student:	Kelvin Lim		Admin No.:	2404900i

Name of Learning Facilitator:	Ms Vera Tay
Project Title:	2D Roguelike Game
Brief Description of your project	I am going to design and develop a 2D roguelike casual fighting game. The game will consist fast-paced combat, different type of enemies. Players will fight through waves of enemies using different abilities/buffs the player buy from the shop, each run will be unique to encourage replayability and experience casual gameplay.
My Learning Goals	Refine Learning Goals as needed: *E.g. to work on my marketing skills.*

1. Creating a shop system (to buy things/abilities for the main character)

2. Create a randomized enemy wave system

3. Improve my ability in working with others

My project will help me cultivate these TP Student Profile attributes (choose three attributes)
* Refer Appendix1 for each TSP description

☐Inquisitive	☐Integrity	☐Critical thinking
☒Resilient	☐Empathy	☐Digitally Fluent
☒Growth-Oriented	☒Communicates Effectively	☐Innovative& Entrepreneurial

For each chosen attribute, how would you rate yourself on a scale of 1-5 at this point (e.g. in the context of school work, personal life, part-time jobs)?
1: Never used or exhibited this attribute before
2: Rarely using or exhibiting this attribute
3: Sometime using or exhibiting this attribute
4: Most of the time using or exhibiting this attribute
5: Always using or exhibiting this attribute

For each chosen attribute, provide your current rating and explain how you can develop each attribute through GL.

Attribute 1 (e.g. Resilient) 3: Since year 1 of Poly, my CP has always emphasized that Year 2 Sem 2 would be the hardest, I am hoping to train my resilience as I will be juggling both the core module's workload and Guided learning deliverables.

Attribute 2: (e.g. Growth-Oriented) 3: I have a tendency of not seeking and exploring new knowledge once I've gained basic to intermediate understanding of a topic which limits any improvements. Looking to correct this bad habit by trying and continuously challenging myself to improve the game every time I have the chance to by adding new game features.

Attribute 3: (e.g. Communicates Effectively) 2: Communicating has always been my weakest soft skill, whenever there's a group project, I'm always the last to voice my opinion due to lack of confidence and not afraid of not being able to convey the right message. Through GL I am going to make more effort to speak up and discuss more with my groupmate in designing and programming the game.

Target beneficiary/ beneficiaries (if applicable):	
Plan your learning; **how do you achieve your own learning goals?**	What do I already know/do in this area? Basic player movements Scene Management (etc Start screen -> Game screen) Damage and Health system

What new knowledge & skills will I need to complete this project?

New knowledge needed:
Adding Audio into the game
Shop System
Enemy Wave System
Communicating Effectively

New Skills needed:
Adding Audio: Learn how to import, trigger, and manage background music and sound effects for actions like attacks, item purchases, or enemy deaths.

Shop System Implementation: Understand how to create an in-game shop using scripting and UI elements and creating a currency for to purchase upgrades.

Enemy Wave System: To learn how to spawn enemies in waves, creating a different spawn pattern every start and spawning more as the player survives.

Communicating Effectively: Not really a new skill but I hope to learn to collaborate efficiently and effectively with my groupmate regarding the game project. This would help me in the future where I have to collaborate and work with actual clients/colleagues.

What possible challenges would I need to overcome for my learning project?

Managing time between this project and other module deliverables may be challenging for me especially when it comes to the busiest weeks during December-January period. I have to stay on track and plan my weekly goals carefully and to communicate regularly with my groupmate to ensure tasks maintain steady progress.

I plan to get help from: Please tick and name the specific organisation(s)/expert(s) you would consult, include designation, names, telephone numbers and email

☐ Partner departments in TP:	Classmates (Play testers)
☐ Partner Schools in TP:	
☐ External Partner Organisation:	
☐ External Resource People:	
☒ Others:	

I plan to use these learning resources: Please tick and name the resources you would use.

☐ Books/newspapers:	Youtube, Forums, Gen AI
☐ Online learning/courses:	
☐ Internet journals/articles:	
☐ Experiential learning:	
☐ Documentaries/videos:	
☒ Others (e.g. seminars, interviews, performances, lectures, workshops)	

Action Plan	**Week**	**Actions**	**Deliverables**

Timelines & Deliverables	Plan for the entire semester on a weekly basis	Specify the actions you will be taking to complete your project throughout the semester	Specify concrete and tangible deliverables you will produce
	Week 1	*Contact my facilitator and discuss the action plan and other deliverables*	*Start on Learning Log (Plan) and Learning Contract*
	Week 2	*Come up with Game Design Document and setup Unity environment*	*Submit Learning Log #1 (Plan) and completed Game Design Document*
	Week 3	*Find assets for the game (Main Character, Enemies, Background)*	*Game Design Document*
	Week 4 (Flex Week 1)	*Set up character movements and folder structure in Unity. Add in enemies and program core game logic.*	*Game Prototype and start on Learning Log #2(Perform)*
	Week 5	*Contact my facilitator for the second consult, showcase game prototype and get feedback*	*Submit Learning Log #2(Perform)*
	Week 6	*Create Google Form and seek at least 3 play testers to test and give feedback on the prototype*	*Google Form*
	Week 7	*Polish up game's user interface and start on E-Portfolio*	*Game Prototype* *E-Portfolio and start on Learning Log #3(Monitor)*
	Week 8	*Arrange third consultation to update on current progress*	*Submit Learning Log #3 (Monitor)*
	Week 9 (Term Test Week)	*Communicate and discussed with groupmate on the survey done by play testers*	*Game Prototype*
	Week 10 (Term Break)	*Light polishing and improvement to User Interface* *Implement Improvements prototype with play tester's feedback*	*Game Prototype*
	Week 11 (Term Break)	*Find suitable audio and implement audio feedback into the game*	*List of audio links found online (Updated in GDD)*
	Week 12	*Communicate with groupmate on what's left to be added to the game*	*start on Learning Log #4 (Reflect)*
	Week 13	*Finishing up on E-Portfolio, reflection and final build of the game*	*E-Portfolio and Game completed*
	Week 14	*Arrange fourth consultation to update on current progression on E-Portfolio*	*E-portfolio and Learning Log (Reflect)*
	Week 15 (Flex Week 2)	*Finishing up, practicing oral interview*	
	Week 16	*Oral Reflection*	
	Week 17	*E-Portfolio Submission*	*E-Portfolio*
Plan your E-portfolio; **Learning evidence for E-portfolio**	What do you include in your E-portfolio? *I will include the working prototype of the game, a short YouTube video of the core gameplay or a trailer type video, game design proposal (GDD), a checklist of tasks needed to complete the project, include in screenshots such as developing of characters that are in the game and scripts. Survey done by play testers and reflection done biweekly.*		

Annex 1

TP Student Profile attributes

Lifelong Learner

TSP	TSP Attributes
Inquisitive	Being curious, explore, question, and seek knowledge across disciplines.
Resilient	Adapt, persevere through challenges, and thrive in changing environments.
Growth-oriented	Seek continuous improvement and take ownership in learning.

Values-centered Leader

TSP	TSP Attributes
Integrity	Act with ethics, honesty and strong moral principles.
Empathy	Understand and respect diverse perspectives with compassion and global awareness.
Communicates Effectively	Express ideas clearly and engage meaningfully with others.

Future-oriented Creator

TSP	TSP Attributes
Critical Thinking	Analyse information objectively to make informed decisions.
Digitally Fluent	Navigate digital tools, technologies, and information discerningly.
Innovative & Entrepreneurial	Create new ideas, take initiatives, take calculated risks, and embrace opportunities.