CS Senior Design 2018

Assignment 6

Matthew Tucker

Self-Assessment Report

It is already the end of the semester and I have completed my senior design project. It is interesting to see how ambitious I was at the start of the semester when reading my initial self-assessment. I learned so much about myself and my abilities throughout this project and it was a great experience for me. I started with a group of three other students but due to some personal issues and differing opinions we decided to split up so this ended up being a solo project. Working as a solo student on this project, this meant that the entire progress of the project relied on my work alone. Obviously, I believe being able to work with a team is an important skill, but I felt that working alone was a great experience in its own right. I had to focus on many different aspects of the project and be responsible to hit important deadlines and milestones. I also had to adjust certain aspects of the project that would have been too much to get done in the time given for one person. Being able to adapt when you hit certain roadblocks is another important skill that I felt I learned throughout this project.   
  
 The project I created was called Hello World and it was a simple video game that taught its players very basic programming concepts. The game focused on teaching four very common programming ideas: variables, conditional statements, functions, and loops. The way I accomplished this was by creating a world where players could manipulate objects by following tutorials laid out for them. The players would edit some very basic pseudocode that would change the environment they existed in. I created the majority of this game using a popular game engine called Unity and used C# scripts to write my code. This project was the first bit of experience I received in creating a video game and I learned a lot about the process. I learned how much work has to go into every part of a game that I never would have realized if not for this project. I faced many challenges: learning how to use Unity, designing the world the players would exist in, writing good code that would function properly, developing the tutorials in game. I was successful in creating a game that taught its players programming concepts. I was very proud of the world and how the players could change it. I am very excited to continue working on this project and also to start new projects in game development. I believe the experience I gained throughout this project will help me greatly if I ever decide to pursue game development as a career.