

GAD 176.1

Mid-Project Reflection

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Mid-project reflection:

Proficiency: This project is largely building on my knowledge from GAD 175, and while I did utilize the resources provided in the course, I am having to seek external sources of information for a large portion of this project. This is from the Unity Documentation, video tutorials, and friends online who have experience in unity. Often I find that my developed solution to a problem is not only inefficient, but goes against the goals of the project, i.e.: Single Responsibility, Inheritance, etc.

Process: As I am still somewhat struggling to understand the particular usage of certain functions, both in Unity and C#, and am still gaining an understanding of programming logic, I still find that an iterative process of coding directly based on a rough outline is far more efficient than meticulously planning out every aspect. I will often end up being unable to use most of my planning material due to the fact that what I have drafted is illogical or simply won't work. However, my approach toward this issue has significantly improved since the start of the project. Every prototype should be answering a clearly thought out question (Schell, 2008, p 86), and I have come to realize that it is not my answers that are the issue, it is the questions that have no direction.

Person: As most of my classes consist of the same group as GAD176, and many of the topics and practices overlap, communication and discussion of the tasks with my peers happens often, and helps us all understand the task requirements better. We will often exchange examples, ideas, and works in progress to better inform one another of the task requirements, and find new ways to approach the project.

Resources:

Schell, J. (2008). The Art of Game Design: A Book of Lenses, CRC Press.
<https://doi.org/10.1201/9780080919171>