

# *Jumping Up A Level*

## *GPG 214*

*Post-Project Reflection Template*

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## **Post-project reflection:**

### **Appraisal**

Overall I believe I was able to meet all required outcomes. I believe I could have taken these outcomes further with better examples or usages but due to time constraints and other factors I had to compromise and finish what I have. I found creating the streaming assets sprites and audio to be simple once I had a basic grasp on the concepts with the biggest issue being the collider being in the wrong area compared to the sprite I was loading in. The testing report I know I can do better on but I just currently do not have the best grasp on it and the unity profiler.

### **Challenges**

Due to covid and a myriad of other obstacles I struggled to get through this project. I was able to complete the project still due to downsizing but also getting an extension. One lesson I learnt was utilizing asset bundles and the streaming assets folder. I had never used these before but through in class lesson and the videos provided along with trial and error I learnt how to use them and implement them into the project

### **Future goals**

With future projects I will be required to use all of these concepts I have learnt in greater detail. To improve my skills with these I will need to practice these concepts more via my own projects or using them in other classes to get better with them. By also having the videos and slides as a resource I can go back and make sure if I am making any mistakes what the issue is or how to avoid it in the future. I will definitely want to manage my time better for the next project and also reach out for help more. I struggle with this as it is an online class and when I'm not face to face with my lecturer I find it harder to concrete or ask questions