

Jumping Up A Level

GPG 214.1

Mid-Project Reflection

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Mid-project reflection:

Proficiency

For this assignment it has been my first time using the streaming assets folder and coding with it. To familiarize myself with this new concept I used the provided videos and slides to understand the methods to utilize it. I then took my understanding further with the in class activities specifically in week 2 where we had to load a texture material. Another way I have developed my skills is via further practice of my already existing skills such as creating the character controller and other mechanics that are used.

Process

This assignment time management wise for me has been pretty abysmal if I am to be honest. Due to the change of projects now having more time compared to last trimester, the switch to online learning and my difficulty with online learning compared to in class and not having access to my ADHD meds due to a shortage I have struggled with being able to focus on my assignment. The addition of catching covid in the final week before the assignment was due and having to get an extension has meant I've needed to reassess how I approach this assignment. By referring to Wankat and Oreovicz's 6 step method of problem solving that consists of:

0. 'I can.
1. Define.
2. Explore.
3. Plan.
4. Do it.
5. Check.
6. Generalize.' (Wankat and Oreovicz, 2015, p. 98)

I've been able to scale down my initial ideas and plans. An example of this is instead of having multiple different game mechanics that only complete 1 program requirement task each. I've instead focused on how I can adapt the code I've already created to complete the program requirements which has allowed me to feel like I can complete the project before the due date.

Person

As this project is individual based I haven't really practiced my collaboration and communication skills. I have occasionally talked to class members about the project in different classes which has helped me refine some ideas and understand some coding errors I was making but I haven't really gone over peoples projects and give any feedback besides quick mentions of how we've done a coding method.

Source:

Wankat, P. C., & Oreovicz, F. S. (2015). PROBLEM SOLVING AND CREATIVITY. In *Teaching Engineering, Second Edition* (pp. 93–116). Purdue University Press.
<https://doi.org/10.2307/j.ctv15wxqn9.9>