

Evaluation Process

What methods did you use to maintain an ongoing evaluative and reflective approach?

The methods of evaluation and reflect I did throughout the project was every weekend I will always explain what I did and have weekly targets to help me what I will try to achieve throughout the week and show what I am doing as well by explaining the work when I put on my digital space.

What reflective model did you use, if any?

The reflective I have been feedbacking from my tutors to see what I could have done differently and trying to improve them to make get a better grade that I could get, and it was helpful from what my tutors said because I have shown different chose throughout the project, I also got feedback from my peers showing how I can get other people opinion showing what I could have changed and how I could improve the project.

Rate the thoroughness of your evaluations.

The rate of my thoroughness of my evaluations was five out ten which I could improve on and show I thought of all a lot of progress that shown in this project to show I can code and design what I am image and how I can show what I and do and what I cannot do in this project and improve on it and change the things that was the problem

Evaluation Influencing Your Work

In what ways did you use evaluations to influence your decision making?

The evaluation I made throughout the project that influenced my decision was the poster I first made where I did not know what I was going to put on the poster until my tutor showed me how to place the assets on the poster correctly, and when I was looking for the text for the project and what style I wanted it to looking so I take pictures of the forest near my house and it told me that the forest had a lot of greens, browns, reds and yellows and I chose it the nurture theme for the game.

How effective was your evaluative process in influencing your decision making throughout your project?

My evaluation throughout the project has included my decision like the colour theme and what animals and characters will look like and how it will play as well, like the level showing in was going to be set in the forest because of all the pictures I have taken showing how people leave the rubbish on the ground and the wildlife in the forest. It has also shown me what the whole theme will be based on the nurture theme like brown, greens, yellow as

well, the text for the game I must keep on research to know what the right text for the game like the starter screen and the poster.

Project Development

Did you meet your stated aims?

Yes, I did meet the aims I was trying for the project because I created a game which is about deforestation and spreading the awareness of the animals and their house being destroy, and showing children that animal and the forest are helpful and healthy for use. And showing us that we can be part of the community.

How does your work compare with your professional research?

My work does compare with professional research where I link the work, I have been doing was the colour theory for the logo, background for the game, and what software we will use like construct for the game with all the assets for the game like the characters, background and the layout for the game, and we also research on the pixel art because we made all the assets and we see how it will look like. I also research the pixel games and how it will look like and how play it.

Did you make any changes? Why? How did your concept develop?

Yes, I did made changes like we could make the more characters and more levels but why did not have a lot of time to add more characters and level but if we did have more time, I will have more level and more characters for the game to make it enjoyable for the children

Does the finished product appeal to the target audience?

Yes, the finished product did appeal to the target audience, which was for children, so we did bright colours on the characters like yellow, green, and red. And we also made it easy for children to read and it is also easy to play, and it is not too difficult to understand the game.

How well does the product reflect your skills and the things you have learnt this year?

The product that we made did reflect on my skills throughout this year to show how I can problem solving because we have problems that had in the game like the enemy walking off the screen and not moving, the player staying in one place, so we had to make the player move, another skill that I have used was the deigning skills like my characters silks like the enemy, players, and the animals that you have to safe and also the level as well because we was looking at the forest so also the researching skill for this project as well.

Is it an accurate reflection of your skills? Are you proud of it?

Some of my reflection of my skill and I am somehow proud of the skill that I have use in this project like the commotion skill because me and Morgan had to talk throughout the project like what colour theme, we choice what animal we want to choose and want in the poster that we are made.

What would you do differently next time? What did you learn?

If I could choose to do it different it will make it more in detail, making it show different areas that are hurting the community like the sea life with all the plastic, I could work more on the background because I could change it to fit the theme and show how I could improve the background every time. I could change is the game type to make it more different than a platform game and pixel games as well.

What would you do differently if you had a larger/unlimited budget?

If I had and larger budget, I would make I more helpful for the children to learn about the animals there have saved like a small information about that animal their have saved, I would make more levels for the game or change the game type as well. I could do more characters like enemies to the main players and every time you got hit will have a different fact about the problem are forest, air, or the waters so show how people do not care about the plant.

Final Product

Rate your commitment to and engagement with the project.

My commitment to the project was seven out of ten because I was making all the assets like the characters, the level background, and the poster for the project I had chosen, and my coworker helped by doing the game base like putting everting in the game and coding as well like how the players and enemy was moving, and how the players was going to save the animals that was trapped by the enemy and there also was the one who did the story for the project and how it was going to play out.

What professional qualities have you demonstrated during this project?

The professional qualities I have demonstrated throughout the project was teamwork because we must work together to complect the game and if we did not have good teamwork, it was not going to have the complect and the game working as well, we have a lot of communication in the project because we have to know what each other was doing and how it was doing to help in the project because we had different role in the project to make the project a success.

Discuss and assess the success of your final product/performance.

The success of the project was to see if the game will play and show how important the forest and animal are to people and what will happened if the people keep on doing this to the wildlife and the forest so out focus was on the game saying and showing the awareness of deforestation and to show children how their can they help a little out for the animals they love so much. And showing how if the "lumberjack" was damaging the forest show how us people are hurting the animals and how the "animal rescuer" is showing us that their different charity out there helping and saving the animals and the forest.