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LO6
Be able to use evaluative and reflective skills in the production of a creative media project.

6.1 Maintain evaluative and reflective records of the development and production of a creative media project.
6.2 Use evaluative and reflective skills to make decisions for a creative media production project.

Evaluation Process

What methods did you use to maintain an ongoing evaluative and reflective approach?
The method for the evaluative and reflective for the project is going over the project weekly and spotting the problems and going other the different work we did with each other and putting each other's work on the project on our digitalspaces.

What reflective model did you use, if any?
I used a reflective diary to record all my progress on the project. I put down what I did but I am going to start putting down why it did what I did.

Rate the thoroughness of your evaluations.
The rate of the evaluations is going great as I go through the project and right down any problems I see, and I also write down the solution to the problems to find and I also made a page for all the work kyle did on the project to make it easier to make out who did what work.

Evaluation Influencing Your Work

In what ways did you use evaluations to influence your decision making?
We used to influence the decision when we went over all the character design and saw that we had to change the size to fit the characters on the game. We also had to change the number of charters we added to the game as we did not have time to add more than 3 characters.

How effective was your evaluative process in influencing your decision making throughout your project?
 It was very effective as we changed most of the aims to make the game as we could not do everything. It was also as we changed what characters we added because we did not have time to add.

Project Development

Did you meet your stated aims?
No, we did not as we did not add cutdown trees in the game or the background but add the lumberjack and we also were not able to add all the animals just the bunny
How does your work compare with your professional research?

Did you make any changes? Why? How did your concept develop?
The changes we made were making the characters smaller and not being able to do more than one level because they application we were using did not allow a lot of coding unless you pay.

Does the finished product appeal to the target audience?
Yes, the finish product appeals to the target audience as the game graphics are kid friendly and the game is extremely easy and not too hard to beat and an amazingly simple goal and layout.

How well does the product reflect your skills and the things you have learnt this year?
This Is it an accurate reflection of your skills? Are you proud of it?
This an accurate reflection of my skills in game development as I did a game a couple of years ago for a final major project. It also shows my skills in working in a team. I also used my character development skills in making some of the characters used in the game.

What would you do differently next time? What did you learn?
If I were to do this again, I would add more enemies and add more obstacles I would also try and use a different application to make the game on and find a way to make the game able to be played on mobile devices I would also make more than one level and add more commands and make the victory screen better. I would also have people test the game and ask what they think should be added or taken out the game. I have learned how to export games and how to make more layers for games and how to make a proper platform game.

What would you do differently if you had a larger/unlimited budget?
If I had an unlimited budget, I would buy an application that I could make the game on and make it look more like a platformer game and add better animation for the player have. I would also use the budget to find a better character designing application to make better designs for the characters and enemies in the game.

Final Product
Rate your commitment to and engagement with the project.
 My commitment to the project is 7/10 because I did the coding of the game and was always making sure that it worked and made sure to record all problems I found and put done all solutions I have done.

What professional qualities have you demonstrated during this project?
The professional qualities I have demonstrated during my project are my coding skills as well as my character development skills when making the project. The other qualities I used was teamwork as I worked with Kyle while making the project and made sure to send him all the new work, I did to him whenever we finished for the day.

Discuss and assess the success of your final product/performance.
The game was successful as we were able to get a level with an ending with enemies and animals you can pick up. The only thing we could not get to work was the scoring system and adding more characters into the game. The performance of the project is not the best, but it works as I have tested the game and seen that it needed some work on some of the commands and where the enemies can go and what they do to the player.