

# Coder Post-production Journal

NAME \_\_\_\_\_ PERIOD 1 2 3 4 5 6

- Title blog post: **GAME NAME** Coder Post-production Journal
- Use **Section Headings** in blog post

## Summary

- Describe coding post-production stage of your game \_\_\_\_\_

## Working with The Team

- Include evidence of *your* contributions to team
- 1 - No or little evidence of team interaction/decisions \_\_\_\_\_
- 2 - Few references to conversation, but no decisions \_\_\_\_\_
- 3 - Some references to conversation, decisions with team \_\_\_\_\_
- 4 - Many references to conversation, decisions with team \_\_\_\_\_

## Evolution of Code

- Include evidence of *evolution* of *your* code / scripts
- 1 - Little or no code growth, little or no work recorded \_\_\_\_\_
- 2 - Some code skill growth, stated or listed code sample \_\_\_\_\_
- 3 - Detailed code growth & description of code samples \_\_\_\_\_
- 4 - Detailed code growth & explanation of code samples \_\_\_\_\_

## Code Issues and Fixes

- Include evidence of problems solved in *your* code / scripts
- 1 - Little or no problems solved, with no sample \_\_\_\_\_
- 2 - Some problems solved, with a sample \_\_\_\_\_
- 3 - Detailed problems solved, with samples \_\_\_\_\_
- 4 - Detailed problems solved, explanation of samples \_\_\_\_\_

## Evaluation of Final Code

- Evaluate the game code \_\_\_\_\_
- Did it achieve the original vision?
  - Technically, how? \_\_\_\_\_
  - Creatively, how? \_\_\_\_\_

## What I Learned in Post-production

- Explain what you **learned** in post-production \_\_\_\_\_
- Link to **tutorial resources** you used to learn \_\_\_\_\_
  - Describe how you **used the resources** \_\_\_\_\_
- Use proper grammar; (i.e. 'i', complete sentences) \_\_\_\_\_

20 POINTS TOTAL \_\_\_\_\_

REVIEW'S NAME \_\_\_\_\_

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