EXCEL ACTIVITY REPORT

Press Start to Play 2020 (PRESTA' 20)

NAME: CHONG HONG LEI

MATRIC NUMBER: A19EC0035

PROGRAM: SECV COMPUTER SCIENCE (GRAPHICS AND MULTIMEDIA SOFTWARE)

BATCH: 2019/2020

ACADEMIC ADVISOR: CIK NOR ANITA FAIROS BINTI ISMAIL

Justification in joining the activity

PRESTA' 20 is a new game development challenge that conducted by Computer Graphics and Multimedia Association (CGMA) advisor, Ms Ajune Wanis Ismail. It was participated by 28 second year and third year students in cooperate to develop a game in given 10 days, started from 6th to 15th of November 2020. Due to current COVID-19 issues, the challenge process mostly conducted offline or meeting on Google Meet platform. The game that we had designed was named "Catch Our P.E" which is a 2D mobile game. We had divided into several teams, and I was responsible on designing the environment and props.

Graduate Attributes:

a. **Communication skill –** As the whole development process required us to conduct virtually, thus we needed to have well communication skill in order to share our ideas with others member. Perhaps, listening is also one of the important aspect of communications. I had to listen and understand the task and request from leaders to complete it in times.

b. **Adaptability –** Adaptability was an important attribute in this activity as the event only conducted in online platform. Moreover, I had to adapt with the stressful situation where the challenge required to be completed in a limit of time.

c. **Thinking skill –** High thinking skill was required in the activity to generate ideas on developing the games. As a member of deigning environment and props, I had to come out with a suitable pixel style images of props that fit to the computer lab environment, for example computers, chairs, table and so on.

d. **Leadership and teamworking skill –** It is also a focused attribute in the activity. I needed to work as team with others to complete the task within short period of times. For instance, I had to discuss with my team leader to get ideas and details about any modification of props that I had designed.

Content of the activity

PRESTA was started in proposing the ideas of the game model type and platform to develop it. A meeting was carried out with all the participants for detail explanation of the activity follow by task distributing. After getting each task, we had to work together in a team to complete it within times given. For instance, our groups which responsible in creating environment and props, required to search suitable images and platform which easier to design. Moreover, we had to follow the format and size of the images that suitable for the game theme. During the activity, we also having few meetings to have discussion on enhancing our props and background design. A report was generated after the program with a general meeting on reflection according to the course of the activities done by each teams.