Everything that I personally contributed to on the App Challenge project is the UI button designs and finding fonts. I also worked on making eleven levels, five of them were outdoors grassy plains and the other six levels are old ruins. I think I personally did well when it came to making a blueprint of the map with place holder blocks. I also think that for not being an artist my UI button art wasn’t bad too. I know I personally did poorly on level testing and changing the levels to better suit the theme of being stealthy. I need to improve on testing a level, discovering the flaws of where I’ve placed items and tile maps and move them so they would be in a better location to increase the chance of the game being able to be played sneaky. The group worked well with communicating, there weren’t any moments where someone didn’t know what to do. The Trello was always being updated by everyone using it and if someone had an issue, we’d utilize each other to try and find a solution. I think the group and I could have worked on time management better. We for the most time knew what to do but with having a delay with the TT account not working for 2 weeks and just producing our work slowly.