Post-Mortem:

1. What was the name of your game?

TheLastGhostGame

1. What were the roles of each of your team members?

Coding- Tome

Art/Level Design- Judah, Dom, Zakory

1. How do you feel you performed in your designated roles? Why do you feel that way?

I feel I could have done better with time consumption, It kept taking me too long to finish my art.

1. Look at Github and Trello. What all did you personally accomplish in the first week of the project?

Got my Enemy and animated

1. Look at Github and Trello. What all did you personally accomplish in the second week of the project?

Got the house into blender and finished collectables

1. Look at Github and Trello. What all did you personally accomplish in the third week of the project?

Help work on UI and Pause screen and animated the rest of the enemies

1. What do you think you personally could have done better?

I could have gotten some of the smaller work done quicker and more effort into getting the house and Holly Quinn(My character I made) done.

1. What do you think your team did well?

Tome did great with getting the coding to work the way we wanted and better, Judah and Zakory also did great with the enemy rooms.

1. What do you think your team could improve on in the future?

Time management and staying on task.

1. What are you most proud of on this project?

Getting the enemy animations done and the collectables.

1. If you could do it all again, what would you change?

Making sure the team was more focused on what they need done.