Post-Mortem:

1. What was the name of your game?
2. What were the roles of each of your team members?
3. How do you feel you performed in your designated roles? Why do you feel that way?
4. Look at Github and Trello. What all did you personally accomplish in the first week of the project?
5. Look at Github and Trello. What all did you personally accomplish in the second week of the project?
6. Look at Github and Trello. What all did you personally accomplish in the third week of the project?
7. What do you think you personally could have done better?
8. What do you think your team did well?
9. What do you think your team could improve on in the future?
10. What are you most proud of on this project?
11. If you could do it all again, what would you change?