**Nathanael Omnes’s individual critical appraisal**

At the of the creation of the team in september, we looked for an idea of a good video game to do. I was motivated to find a good game idea not done by everyone and my two other teammates seemed motivated too. After finding the idea that suited everyone, we began the creation of the technical document, everyone was involved in the project and working correctly, I was happy with this.

When we arrived to the date chosen to begin the prototype, we took a lot of time before setting up the environment correctly, we chose Unity as game engine, Yu-Ching worked more than I did at the beginning so I felt a bit embarrassed because I didn’t work a lot. David had tasks to do at the same time but was just like me, we were procrastination too much. Then I worked more and did my best to do my part, Yung-Chi was still working correctly but David wasn’t working at all. After finding a problem with the Unity project I was sad because the time we spent on the project has been useless. The problem was that the animations I created were not displayed correctly on Yu-Ching’s and the university’s software, we tried for some days to solve it but we never succeeded.The critical date of giving the prototype to the teachers was getting closer so we made a quick decision to use GameMaker instead and restart the prototype from zero.

At the beginning of the development of the prototype on GameMaker, I was supposed to do a half of it, David was supposed to do the other part and Yu-Ching was supposed to create the presentation PowerPoint and help us if it was needed. I had no experience with this game engine but my other teammates already worked on it, I felt safe to know this. After a few days, we changed our plans, I took the part of David, Young-Chi took mine and David took Yu-Ching’s. We were efficient with Yu-Ching, the development of the prototype was going fast but unfortunately, David was still not working on his part. We wanted to prototype and the presentation document to be ready one week before the real presentation so if we have thing to change, we have time.

After a few hours of development and three days before the presentation, the team was supposed to meet to see the progress made on the game and the presentation but David wasn’t feeling well. So we met with Yu-Ching and me and continued to work on the game but no echo of the presentation. The day before the presentation we were supposed to meet again but David didn’t come, he shared with us the documents he made and it was barely acceptable. David’s behavior for this project has led us to a sensible situation even if we did our parts correctly and in time with Yu-Ching. But finally, on the D-day for the presentation, David did a great job with the PowerPoint which allowed us to do a good enough presentation.

We had another problem during the development on GameMaker, Yu-Ching and I were both using GameMaker 8.1 Lite version but I have the GameMaker Studio 1.4 version on my computer so I had more features available such as sprites’ anchor modification, scripts and timelines creation. It helped me to have this because I could do features that were hard to do with the 8.1 Lite version.

For the trimester 2, we will have to define the game engine :

* On Unity there’s a problem and it’s a complicated software.
* On GameMaker, Yu-Ching and David must pay for a complete version and the studio developing the software seems to sell only GameMaker 2 now.
* On Phaser, the possibilities are reduced compared to the other game engines and developing on this software isn’t a very good idea.

The choice will be hard to do, it seems to be no perfect solution, only compromises.